

PRIMA[®] OFFICIAL GAME GUIDE

DETAILED MAPS ✓
SIGNATURE TAKEDOWNS ✓
ALL 173 EVENTS COVERED ✓

PLAYSTATION 2

XBOX

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BURNOUT 3[®]

TAKEDOWN[™]



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CREATED BY:
KAIZEN MEDIA GROUP

PRESIDENT/PRODUCER:
HOWARD "CAR WRECK" GROSSMAN

WRITTEN/EDITED BY:
JIMMY "SPEED RACER" MAZUREK

DESIGNED BY:
MIKEY "WHEEL MAN" VALLAS



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The background of the cover art features a high-speed car chase. A sleek, dark sports car is in the foreground, angled towards the viewer. In the background, another car is visible, surrounded by a large, intense explosion of orange and yellow flames. The scene is set against a light, hazy sky. The entire image is overlaid with a faint, yellow grid pattern.

BURNOUT 3 **TAKEDOWN**

PRIMA OFFICIAL GAME GUIDE

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A division of Random House, Inc.

3000 Lava Ridge Court
Roseville, CA 95661
1-800-733-3000
www.primagames.com



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- All BP Rewards and Crash Rewards shown in detail
- Complete mode description



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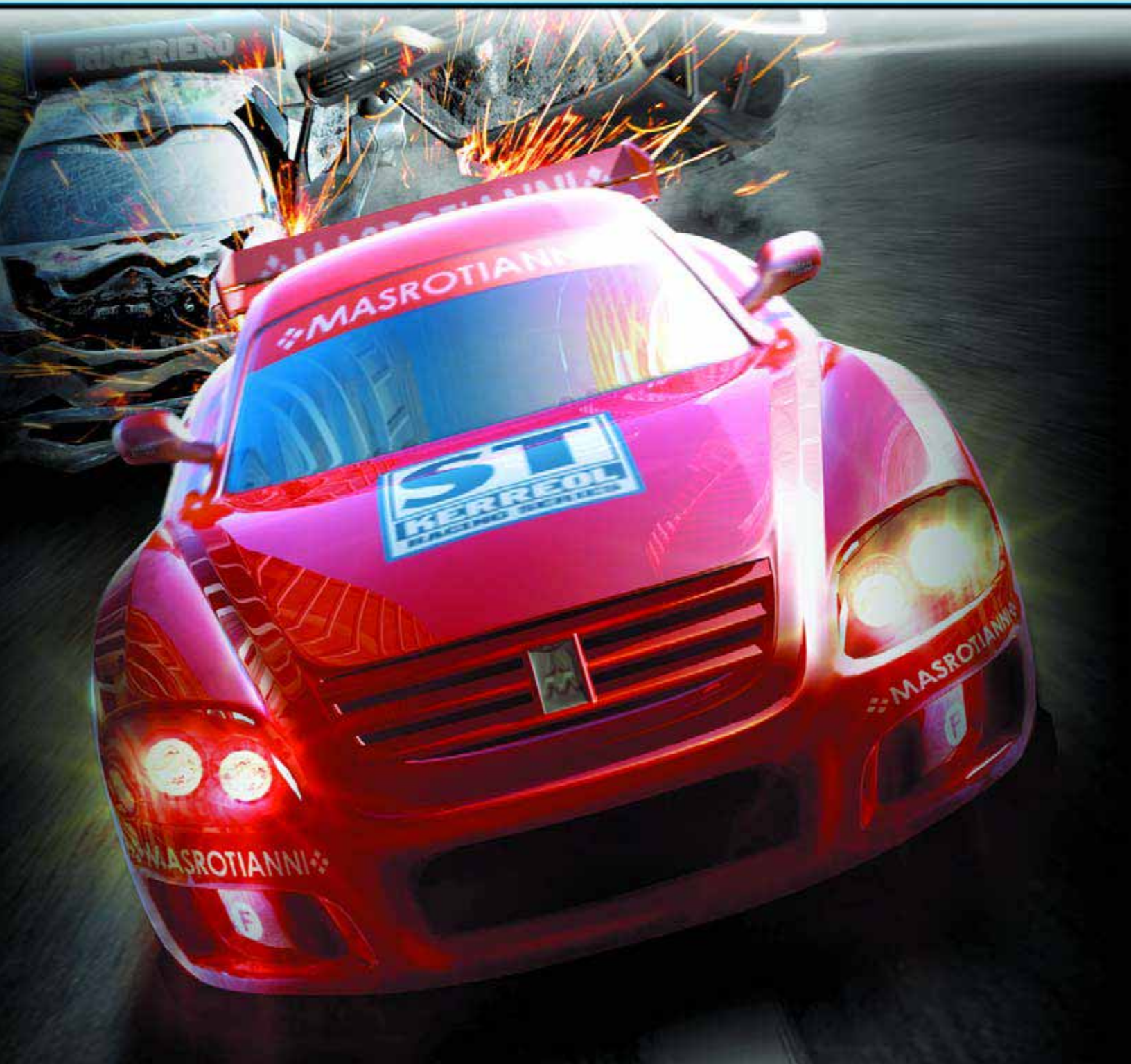
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GENERAL STRATEGY



INTRODUCTION

This section was designed to help you get a better understanding of the various gameplay aspects in Burnout 3: Takedown. You'll find everything from mode descriptions, complete car maneuver lists, discussion of the Boost Bar and its meaning, BP rewards for every move and Takedown in the game, Crash Mode power-ups, Crash Mode values and even some special "Burnout Tips!" on the bottom of each page. Read this section *first!*

MODE DESCRIPTION

Burnout 3 World Tour

This is the main section of the game, and it's divided into three parts: USA, Europe and Far East. There are 173 events to complete in the three areas, with 73 of these being Race Events and 100 being Crash Events. Our Events walkthrough section covers the actual "meat" of the game, detailing every one of the 173 events and what you'll earn by completing each one.



Single Event

This mode lets you tinker around with the assets you unlock in the Burnout 3 World Tour. Any cars or tracks you unlock are available in a single-event format, so it's a really good place to practice your driving skills.



Multiplayer

• Race

You and a friend can race against each other, with or without AI rivals.

• Road Rage

You and a friend can compete for Takedowns in a Road Rage event.

• Team Crush

Both players attack a single Crash Event with the intent of helping each other cause more damage.

• Double Impact

You and a friend compete in a Crash Event with the intent of beating each other's scores.

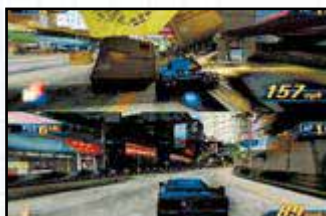
• Party Crash

Up to eight players compete in solo Crash Events, or work together in co-op Crash Events.



Online

Race online against your friends in seven different modes, featuring up to six simultaneous participants battling through full oncoming traffic. Online modes include variations of Crash Mode, Single Race, Road Rage and more.



Driver Details

• Progress

The Progress menu shows your current events tally along with your medal standings. This is a great section for keeping track of your overall progress.

• Rewards

This shows your garage, your photo album, your trophies and the rest of your accumulated secrets. It also shows your cumulative statistics for almost everything that can be logged in the game.

• Records

You can search through any track for your best records with this useful interface.

• Profile

If you want to create a new memory card profile or rename your current one, here's where you do it.

• Settings

This is where you go to adjust any of the game's audio, video or game play settings.

• Training

Watch two brief movies narrating the basics of Burnout 3: Takedown.

• Extras

As you unlock the various bonus movies, they become available here for repeated viewing.



Execute the Perfect Boost Start

Ever wonder how all those AI cars get off to such a quick start? Here's how:

- 1 As soon as the countdown starts, tap the brake for a second, then get on the gas.
- 2 You'll see your tires start to roast as the timer approaches the "Go!" signal.
- 3 A second before it says "Go!", let off the gas then get back on it (timing the gas pedal as you see the command to race).



CAR MANEUVER BP & BOOST REWARDS

Below is a complete chart of all the possible in-game Burnout Point (BP) and boost rewards. You'll find the actual move name (what the game displays on the HUD), the description of how to do it, and then how many BP and Boost Units you'll be rewarded for executing that particular move. Notice that many moves are sorted into three categories, with the greater severities rewarding greater amounts. The Boost Bar capacity can only be increased by executing a Takedown, as described on the next page. The actual number of units in each bar is shown below, for your easy reference.

Boost Bar Capacity Reference

1X (240 units)

2X (360 units)

3X (540 units)

4X (720 units)

MOVE TYPE	DESCRIPTION	STANDARD BP	ENHANCED BP	TOP-END BP	BOOST EARNED
Air	Your car flies through the air.	10 (1 star)	50 (2 stars)	100 (3 stars)	+0.3 units per meter
Oncoming	Your car is travelling against oncoming traffic.	20 (1 star)	75 (2 stars)	150 (3 stars)	+0.15 units per meter
Drift	Your car slides through a turn.	20 (1 star)	50 (2 stars)	100 (3 stars)	+0.1 units per meter
Near Miss	Your car drives very close to a traffic vehicle.	10 (1 star)	15 (2 stars)	25 (3 stars)	+15 units
Crash Escape	Your car escapes a crash.	25	50	100	+80 units
Under	Your car goes under a vehicle while it's crashing.	100	N/A	N/A	+80 units
Boost Start	Your car performs a Boost Start.	50	N/A	N/A	+50 units
Perfect Lap	You don't crash for an entire lap.	200	N/A	N/A	+120 units
Burning Lap	You boost around an entire lap.	500	N/A	N/A	+240 units
Led A Lap	You cross the start/finish line in first place.	100	N/A	N/A	N/A
Took 5th	It's given when you take 5th place.	25	N/A	N/A	N/A
Took 4th	It's given when you take 4th place.	50	N/A	N/A	N/A
Took 3rd	It's given when you take 3rd place.	100	N/A	N/A	N/A
Took 2nd	It's given when you take 2nd place.	200	N/A	N/A	N/A
Took 1st	It's given when you take 1st place.	300	N/A	N/A	N/A
Tailgating	Driving behind another car (within 15m)	5 (3 seconds)	10 (6 seconds)	15 (10 seconds)	+30 units per second
Rubbing	Sustained contact with an opponent's car.	5 (0.1 seconds)	10 (1 second)	15 (1.75 seconds)	+45 units
Grinding	It's like Rubbing, but with an opponent touching the wall as you're contacting it.	5 (0.1 seconds)	10 (0.3 seconds)	15 (0.7 seconds)	+30 units per second
Trading Paint	Your car collides with an opponent's car at similar velocities.	15	N/A	N/A	+90 units
Duelling	Repeat the Grinding, Rubbing or Trading Paint actions within 16 seconds.	(You'll receive the value in both BP & Boost for the action performed.)			
Battling	It's like Duelling, but twice in 16 seconds.	(You'll receive the value in both BP & Boost for the action performed.)			
Frenzy	Repeat the Grinding, Rubbing or Trading Paint actions on two cars within 16 seconds.	(You'll receive the value in both BP & Boost for the action performed.)			
Maniac	Like Frenzy, but with three cars in 16 seconds	(You'll receive the value in both BP & Boost for the action performed.)			
Slam	Side-to-side collision in your favor	50	80	N/A	+180 units
Shunt	Nose-to-rear collision in your favor	15	20	30	+180 units
Sideswipe	Rear-to-side collision in your favor	30	N/A	N/A	+180 units
T-Bone	Nose-to-side collision in your favor	15	30	N/A	+180 units
Bullying	First repeat slam on same opponent within 16 seconds	(You'll receive the value for the action performed.)			
Dominating	It's like Bullying, but second slam.	(You'll receive the value for the action performed.)			
Trading Blows	First counter slam on opponent in 16 seconds	(You'll receive the value for the action performed.)			
Retaliation	It's like Trading Blow, but second counter slam.	(You'll receive the value for the action performed.)			
Brawling	Slam 2 different opponents within 16 seconds.	(You'll receive the value for the action performed.)			
Raging	Slam 3 different opponents within 16 seconds.	(You'll receive the value for the action performed.)			
Crashed	You crash your car.	(See Crash BP Chart on next page)			
Takedown	You're taken down by an opponent.	N/A	N/A	N/A	Lose one segment
Avenged	If you use Boost while performing the top-end version of any driving maneuver, you'll get an additional 15 BP for doing so.	+15	+15	+15	N/A
Boost Modifier					
Boosting	Your car continuously boosts for a certain time.	20 (>8 seconds)	50 (>15 seconds)	150 (>30 seconds)	N/A



Avoiding Traffic

Although nothing's ever guaranteed in Burnout 3, one of the better ways to avoid oncoming traffic is to hug the left or right guard rail while boosting. Instead of trying to zig-zag your way through large groups of cars, sometimes this is the better choice. Most of the time it's safe to do this on straights or less-than-extreme curves. Both outgoing and oncoming traffic usually stay in the middle lanes and leave the shoulders alone.



DRIFTING

Drifting is an absolute key racing technique where you purposely try to slide your car through a turn while maintaining control. To initiate a drift, try this:

- 1 When entering a turn, retain as much speed as possible.
- 2 Tap the brake as you enter the turn.
- 3 Once the car starts sliding, get back on the gas and hold that control.
- 4 You'll only need to adjust if your entry speed was wrong or you initiated the drift too early or too late. A little practice goes a long way with drifting.



IN-GAME CRASH BP SCORES

In Race Mode, you'll earn Burnout Points for crashing! Although the rewards are nothing to write home about when compared with Takedowns (or even some of the regular car maneuvers), this list is here to show you what all those witty HUD messages mean.

CRASH TYPE	ACTUAL IN-GAME MODIFIER	HUD MESSAGE	BURNOUT POINT REWARD
Standard Crash	Into rival	"Metal Head Rush!"	25
	Into wall	"Concrete Kiss!"	25
	Into car	"Car Trouble!"	25
	Into pickup	"Pickup And Carry On!"	25
	Into taxi	"Cab 'n Crunch!"	25
	Into van	"Damn Van!"	40
	Into delivery van	"Special Delivery!"	40
	Into bus	"Bus-Ted!"	50
	Payload pipes	"Smoked The Pipes!"	50
	Into big rig	"Totally Trucked!"	50
		"Big Hit Big Rig!"	50
	Into trailer	"Trailer Trash!"	50
		"Up In The Truck!"	50
		"Nutcracker!"	50
		"Semi-Sweet!"	50
		"Home Wrecker!"	75
	Into winnebago	"Cadi-Whack!"	75
	Into classic US car	"Crushin' Grapes!"	75
	Into vineyard truck	"Grit In Yo' Grill!"	75
	Into gritting lorry	"Tuk-Tuk-Tucked!"	75
	Into tuk tuk	"Minibus-Ted!"	75
	Into oriental minibus	"Rollin!"	50
Barrel Roll In The Air	Double	"Rollin' Stunt!"	50
Front Flip In The Air	Double	"Goin' Flipmode!"	50
	Triple	"Glory Vault!"	50
Back Flip In The Air	Double / Triple	"Four-Wheel Flip Out!"	50
Flat Spin In The Air	Double	"Spin City!"	50
In The Air	For 3.5 seconds	"Fly Boy Bonus!"	50
		"Flyin' Without Wings!"	50
Combined Barrel & Front Spin	N/A	"Cannonball!"	50
Car Spins Upside Down	→540 degrees	"Dizzy Destruction!"	40
		"Spin Dizzy!"	40
		"Concrete Twirl!"	40
		"Backscratcher!"	40
Car Slides Upside Down	→50 ft.	"Rightside Slide!"	40
Car Slides On Its Wheels	→50 ft.	"Wing Walk!"	40
Car Slides On Its Side	→50 ft.	"Roof Wreck!"	25
Car Lands On Its Roof	→15 mph at impact	"Door Slammer!"	25
Car Lands On Its Side	→15 mph at impact	"Hood Smash!"	25
Car Lands On Its Nose	→15 mph at impact	"Trunk Smash!"	25
Car Lands On Its Rear	→15 mph at impact	"Suspension Smash!"	25
Car Lands On Its Wheels	→15 mph at impact	"Truck Fest!"	50
Five Trucks Involved	N/A	"Multi-Car Mayhem!"	50
Five Cars Involved	N/A	"3's A Crowd!"	50
Three Buses Involved	N/A	"Bus Stopper!"	50



Earning Mass Quantities Of Burnout Points

As you can see from the chart above, there is no "easy" way to accumulate the amount of Burnout Points needed to unlock some of the game's finer cars. Earning 50 or even 100 BPs at a crack isn't the way to go at it. The better and easier way is to find an event or track where you are "in the groove" as far as earning Takedowns goes. You'll get more BPs than you know what to do with!



CRASH MODE PICK UPS

In Crash Mode, there are several different icons you can pick up. Below are the descriptions for all nine available pick ups.



Bronze \$

Awards the player \$5,000 in additional crash damage.



Silver \$

Awards the player \$10,000 in additional crash damage.



Gold \$

Awards the player \$20,000 in additional crash damage.



Heartbreaker

Cuts your final Crash Mode score in half. Stay away!



x2 Multiplier

Multiplies your final crash score by two.



x4 Multiplier

Multiplies your final crash score by four.



Auto Boost

Instantly puts your car to full boost, and keeps it there.



Instant Crashbreaker

Like the regular one, but this detonates instantly when you pick it up.



Stealer (Double Impact only)

This swaps player one and player two's final crash scores.

TAKEDOWN BP & BOOST REWARDS

Anytime you use a Takedown against another car, you'll earn BPs toward your cumulative total. As mentioned in the "Burnout Tip!" section on the previous page, Takedowns are the fastest and most effective way to stack up gobs and gobs of BPs.

TAKEDOWN TYPE	DESCRIPTION	BP	BOOST REWARD
Takedown Denied	Your car knocks an opponent's car into traffic, but they do not crash.	10	N/A
Lucky Escape	Your car is knocked into traffic, but you do not crash.	15	N/A
Takedown	Your car takes down a single opponent.	150	Fills entire bar and adds one segment.
Double Takedown	Your car takes down two opponents in a one-second window.	300	Fills entire bar and adds one segment.
Triple Takedown	Your car takes down three opponents in a one-second window.	500	Fills entire bar and adds one segment.
4-Way Takedown	Your car takes down four opponents in a one-second window.	750	Fills entire bar and adds one segment.
Total Takedown	Your car takes down all five opponents in a one-second window.	1000	Fills entire bar and adds one segment.
Revenge Takedown	Only awarded if you take down an opponent within 60 seconds of being taken down by that particular car.	350	Fills entire bar and adds one segment.
Psyche Out	Opponent crashes while you're Tailgating them.	150	Fills entire bar and adds one segment.
2-In-a-Row	Awarded for any two Takedowns within 30 seconds.	300	Fills entire bar and adds one segment.
3-In-a-Row	Awarded for any three Takedowns within 30 seconds.	500	Fills entire bar and adds one segment.
Takedown Hot Streak	Awarded for any four Takedowns within 30 seconds.	750	Fills entire bar and adds one segment.
Takedown Rampage	Awarded for any five Takedowns within 30 seconds.	1000	Fills entire bar and adds one segment.
Signature Takedown	Your car takes down an opponent into a Signature Takedown marked object.	1000	Fills entire bar and adds one segment.
Aftertouch Takedown	Your car takes down another car after you've crashed, using Aftertouch.	750	Fills entire bar and adds one segment.

CRASH MODE TRAFFIC VALUES

Below is a complete list of all 33 different types of traffic vehicles in Crash Mode, along with the maximum amount of cash you can collect from each type. Remember that the number listed is only possible if you completely total the said vehicle. The values do scale down, however. So, in general, the ones with the highest max crash values give proportionate cash (all down the scale) even when they're only slightly damaged.

TRAFFIC VEHICLE	MAX CRASH VALUE (IF TOTALLED)	TRAFFIC VEHICLE	MAX CRASH VALUE (IF TOTALLED)
US Compact	\$8,000	US, EU & AS Bus	\$25,000
Estate Car	\$9,500	Flat Nosed Rig	\$40,000
Coupe	\$12,000	Long Nosed Rig	\$40,000
Europe Compact	\$8,000	US, EU & AS Container Load	\$100,000
US, EU & AS Taxi	\$9,000	Flatbed	\$110,000
Tuk Tuk	\$4,500	Tanker	\$150,000
US Classic	\$7,500	Tarp Payload	\$95,000
Jeep	\$14,500	AS Minibus	\$12,000
SUV	\$15,000	Gritting Lorry	\$17,000
People Carrier	\$14,000	EU Van	\$14,000
Pickup	\$14,800	Winnebago	\$23,000
US Van	\$25,000	EU Old Van	\$8,000
Delivery Van	\$16,000	Tram	\$50,000
Soft Drink Van	\$15,500		



Accumulating Insane Crash Mode Cash

It's no secret that you'll need a fast way to accumulate the virtual fortune required to unlock the serious "heavy" vehicles in Burnout 3. The best way to earn it — since all Crash Mode cash is saved — is to find whatever Crash Event you're particularly good at, and repeat it over and over. Any of the shorter events where a 4x Multiplier is guaranteed should be an easy way to earn \$500-\$750k per run.

















EVENTS

WALKTHROUGH

RACE EVENTS

<p>M A P</p> 	<p>3rd place 2nd place 1st place : EVENT #1: COMPACT CLASS </p> <p>EVENT TYPE: Race -- 2 laps CAR: Any Compact Car</p> <p>TRACK: Silver Lake (South) BRONZE UNLOCKS: Events #1A, #2, #3</p>  <p>You'll only have access to a few Compacts, so we recommend the Type 1. Try to build up your boost meter early by slamming your opponents into walls right out of the starting grid.</p>
<p>M A P</p> 	<p>1:30.00 1:10.00 1:03.00 : EVENT #1A: SPORTS CLASS </p> <p>EVENT TYPE: Burning Lap CAR: Sports Type 3</p> <p>TRACK: Downtown (South)</p>  <p>This is just a preview lap to give you a taste of what the Sports Class can really do. To land the gold, drive in the oncoming lanes to earn boost as much as possible. You should only use it during the longer straights, however, so don't go using it at every moment. Drive aggressively and drift your corners early to break one minute.</p>
<p>M A P</p> 	<p>2:40.00 2:12.00 1:56.00 : EVENT #2: COMPACT CLASS </p> <p>EVENT TYPE: Burning Lap CAR: Compact Type 1</p> <p>TRACK: Waterfront (West) BRONZE UNLOCKS: Event #5, #6A</p>  <p>This event is the easiest of all the Burning Lap events. The track is fairly short, and your car isn't all that fast, so boosting won't be too ridiculous. To get the gold, you can only get away with ONE crash and still be able to make the target time. Get a quick launch and try to rack up as many oncoming boost points as you can.</p>
<p>M A P</p> 	<p>1 TD 3 TDs 5 TDs : EVENT #3: COMPACT CLASS </p> <p>EVENT TYPE: Road Rage (3 minutes) CAR: Any Compact Car</p> <p>TRACK: Downtown (South) BRONZE UNLOCKS: Event #6, #7</p>  <p>The object of a Road Rage event is to get as many Takedowns as you can in the given time limit. In this case it's three minutes, so you'll have plenty of time to get the six required for gold. Boost Shunts (smacking the rear bumper of your opponent) or Wall Takedowns work best on this track.</p>

EUROPE EVENT #4: MUSCLE CLASS

1:45.00 1:30.00 1:20.00

EVENT TYPE: Burning Lap
CAR: Muscle Type 3
TRACK: Vineyard (North)

GOLD UNLOCKS:

Postcard!

The Muscle Type 3 isn't the best handling car in the world, but it packs the top speed necessary to make this event possible. To shave some extra time off the back half of the course, don't be afraid to drive through the items strewn around the Vineyard's sidewalks. Hitting the various chairs, tables and road signs is all part of the fun!



MAP



USA EVENT #5: COMPACT CLASS

3rd place 2nd place 1st place

EVENT TYPE: Race -- 2 laps
CAR: Tuned Compact
TRACK: Downtown (North)

BRONZE UNLOCKS:
GOLD UNLOCKS:

Event #4 and #8
Tuned Compact

This course is absolutely littered with traffic, so pay attention to your oncoming lanes at all times. The Tuned Compact isn't the fastest car in the world, so you'll need to earn plenty of boost early in the race to keep up with the AI cars.



MAP



USA EVENT #6: COMPACT CLASS

N/A N/A 1st place

EVENT TYPE: Face Off -- 1 lap
CAR: Any Compact car
TRACK: Waterfront (East)

BRONZE UNLOCKS:
GOLD UNLOCKS:

Event #6A, #8
Modified Compact

This is an old-school showdown, where the winner takes the car and the loser walks the street. You'll both be in Modified Compacts, so the playing field is level — except that the AI car has unlimited boost and an uncanny ability to catch you after you've taken it down. If you can time a Takedown toward the very end of the race, you've got it.



MAP



FAR EAST EVENT #6A: SUPER CLASS

1:28.00 1:20.00 1:13.00

EVENT TYPE: Burning Lap
CAR: Super Type 1
TRACK: Dockside (North)

GOLD UNLOCKS:

Postcard!

like Event 1A, this one is a nice little preview of what's up ahead with the Super Class. Cruising through turns at 202 mph is hard to control at first, but once you understand and play with the car a little bit, the gold shouldn't be out of reach. Remember to earn oncoming boost by driving on the RIGHT side of the street (it's overseas, after all).



MAP



USA EVENT #7: COMPACT CLASS

N/A N/A 1st place

EVENT TYPE: Face Off -- 1 lap
CAR: Any Compact Car
TRACK: Kings of The Road (East)

GOLD UNLOCKS:

Dominator Compact

The Modified Compact works well for this event. The Dominator will still be much faster than you on the straights, but at least you'll be able to keep up with it through the corners and drifts. Try to get in a few key Takedowns toward the end of the lap to guarantee the gold.



MAP



M A P



3rd place



2nd place



1st place

EVENT #8: COMPACT CLASS

USA

EVENT TYPE:
CAR:
TRACKS:

Race Grand Prix
Any Compact car
(As shown to the left)

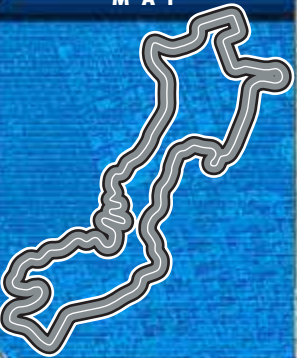
BRONZE UNLOCKS:

Event #9



The real key in taking this entire series (of three races) is to have the Dominator Compact in your garage from the previous event. If you can win two of the three races and place even third in the other one, you'll win the gold overall. Remember that first place is worth six points, second place is worth four points, and third place is worth only two points. Anything above 14 points should win the event.

M A P



N/A



N/A



1st place

EVENT #8A: COMPACT CLASS

USA

EVENT TYPE:
CAR:
TRACK:

Gold Medal Face Off -- 1 lap
Compact Prototype
Lakeside Getaway (North)

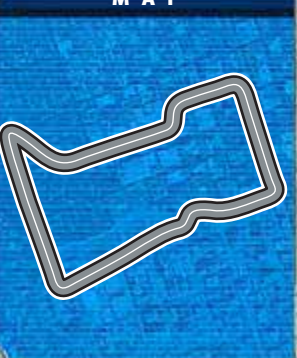
GOLD UNLOCKS:

Compact Prototype



Like the other Face Off events, you'll need to drive offensively and time your Takedowns well. If you land a solid Wall Takedown or the like, make sure you use *all* of your boost while your opponent is behind you wrecking. This prevents him from catching your car, taking you out and having a good portion of your boost meter dissolve into nothing.

M A P



3rd place



2nd place



1st place

EVENT #9: MUSCLE CLASS

USA

EVENT TYPE:
CAR:
TRACK:

Race -- 3 laps
Any Muscle Car
Downtown (South)

BRONZE UNLOCKS:

Event #10, 11



The Muscle Cars don't handle very well, but they make up for their lack of sharp cornering with their impressive boost speed on the straights. Try to stay even with the pack until the last lap where you'll need to start going for Takedowns like crazy. If you can even pick up one or two, you should have more than enough in your meter to run the last leg of the course under full boost.

M A P



3rd place



2nd place



1st place

EVENT #10: MUSCLE CLASS

USA

EVENT TYPE:
CAR:
TRACK:

Lap Eliminator -- 5 laps
Any Muscle Car
Silver Lake (North)

BRONZE UNLOCKS:

Event #10A, 16



Lap Eliminators are simple. Don't be the last one to cross the finish line at the end of any of the five laps, or you'll be instantly eliminated from the race. To accomplish this you can use whatever your favorite Muscle Car is, and get busy doing serious Takedowns. Take note of where the start/finish line is so you know where to make your move if you're falling behind. As long as you're in front of at least one other car, you're set.

EUROPE EVENT #10A: SPECIAL CLASS

EVENT TYPE: Burning Lap
CAR: US Circuit Racer
TRACK: Alpine (North)

GOLD UNLOCKS: Postcard!

Cruising around at 209 mph isn't normal, and especially when you've got a target time of 1:35 on Alpine breathing down your neck. The trick in earning gold here is to stay out of traffic as much as possible, *and* to build up boost on the first leg of the course rather than later. Don't crash (even once), drift your corners and drive like you mean it.



MAP



USA EVENT #11: MUSCLE CLASS

EVENT TYPE: Road Rage (3 minutes)
CAR: Any Muscle Car
TRACK: Downtown (North)

BRONZE UNLOCKS: Event #11A, #13

One thing to remember about any Road Rage event is the fact that you absolutely cannot sit still or wait for opponents to come to you. Even though it's not a race, being a slowpoke actually causes damage to your car and can take you out of the race if you get enough "Speed Up!" warnings.



MAP



EUROPE EVENT #11A: SPECIAL CLASS

EVENT TYPE: Burning Lap
CAR: US Circuit Racer
TRACK: Coastal Dream (North)

GOLD UNLOCKS: 2:50.00, 2:30.00, 2:20.00

Much like the last Burning Lap with the US Circuit Racer, just try to keep your speed above 200 mph as long as you can. Drift corners wide, and boost through traffic like there's no tomorrow. Watch out for the barriers in the center of the track—they'll stop you in your tracks if you're not paying attention while switching lanes.



MAP



FAR EAST EVENT #12: SPECIAL CLASS

EVENT TYPE: Burning Lap
CAR: Coupe Type 1
TRACK: Golden City (South)

GOLD UNLOCKS: Postcard!

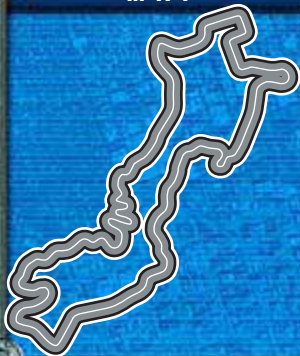
The Coupe type 1 handles well, but this course is difficult so you'll need to stay sharp for a chance at the gold. Don't be afraid to drift corners hard—even if boxes, markers or rails are in the way. Remember to lay off the boost while drifting to help keep your turns controllable.



MAP



M A P



3rd place



2nd place



1st place

EVENT #13: MUSCLE CLASS

USA

EVENT TYPE:

Race -- 1 lap

BRONZE UNLOCKS:

Event #12, #15

CAR:

Any Muscle Car

TRACK:

Lakeside Getaway (South)



Although this race is only one lap, expect it to carry on for a while since: a.) you're in a Muscle Car, and b.) the track is huge. Car combat is key, and understanding how to slam opponents from both the sides and the rear are equally important if you want the gold. Just stay offensive and remember the easy ways to fill up your boost bar when no other AI cars are around.

M A P



3rd place



2nd place



1st place

EVENT #14: MUSCLE CLASS

USA

EVENT TYPE:

Race -- 1 lap

BRONZE UNLOCKS:

Event #11A, #18

CAR:

Tuned Muscle

GOLD UNLOCKS:

Tuned Muscle

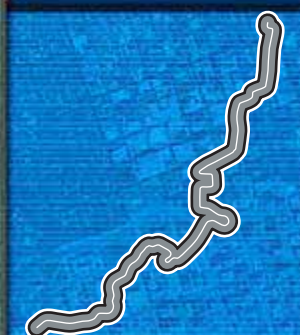
TRACK:

Kings of the Road (West)



The Tuned Muscle both handles and accelerates well, but has sort of a slippery-slide feel to it on the course. You'll know what we mean after you've raced this a few times. The best technique with this car is to get a few key Takedowns early when everyone's bunched up, then fly to the lead and use your boost on the long, fairly easy to negotiate straights.

M A P



N/A



N/A



1st place

EVENT #15: MUSCLE CLASS

USA

EVENT TYPE:

Face Off -- 1 lap

BRONZE UNLOCKS:

Event #18

CAR:

Any Muscle car

GOLD UNLOCKS:

Modified Muscle

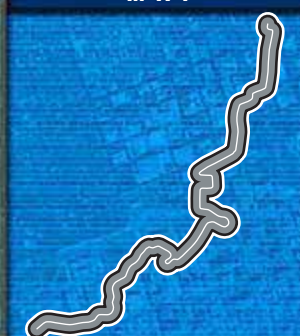
TRACK:

Mountain Parkway (East)



It's hard to keep up with the AI Modified Muscle using regular driving techniques, so we recommend getting offensive with the Takedowns as soon as possible. The track has a few tricky curves but also some decent straights. Make use of whatever downtime the AI car has by boosting your way ahead. It will catch up, but at least you'll cover more ground and prevent him from getting a good lead on your car.

M A P



3 TDs



7 TDs



10 TDs

EVENT #16: MUSCLE CLASS

USA

EVENT TYPE:

Road Rage (3 minutes)

BRONZE UNLOCKS:

Event #14, #17

CAR:

Any Muscle car

TRACK:

Mountain Parkway (West)



This is one of the easier Road Rage events, mainly because you have a solid car and the AI isn't as aggressive or fast as they are in some of the later events. Take advantage of piles of AI cars fighting each other by boosting into the rear of all of them at once. Sometimes you'll get multiple Takedowns registered one after another, which keeps your boost meter full.

USA

EVENT #17: MUSCLE CLASS



N/A

N/A

1st place

EVENT TYPE: Face Off -- 1 lap
CAR: Any Muscle Car
TRACK: Lakeside Getaway (North)

GOLD UNLOCKS:

Dominator Muscle

The Dominator Muscle is a tough opponent to topple by trying to "outrage" him. It just can't be done. Your only real strategy is to pick a heavier car with good handling and try to use Takedowns whenever the opportunity arises. This track has plenty of turns and twists just perfect for Wall Takedowns and the like, so take advantage.



MAP



USA

EVENT #18: MUSCLE CLASS



3rd place

2nd place

1st place

EVENT TYPE: Race Grand Prix
CAR: Any Muscle Car
TRACK: (As shown to the right)

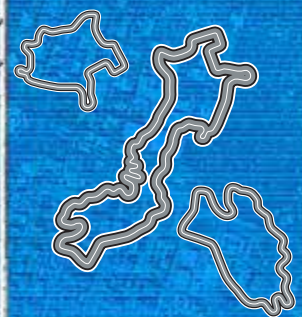
BRONZE UNLOCKS:

Event #19
& Coupe Class

If you can start off strong with a win at Waterfront (giving you six points), then follow up with another at Silver Lake (for another six), you'll only need to place second or even third on Lakeside Getaway. Sometimes the AI cars get their positions all mixed up, so even two wins and any finish at all will get you the gold, and sometimes it takes around 14 points to be safe.



MAP



USA

EVENT #18A: MUSCLE CLASS



N/A

N/A

1st place

EVENT TYPE: Gold Medal Face Off -- 1 lap
CAR: Muscle Prototype
TRACK: Mountain Parkway (East)

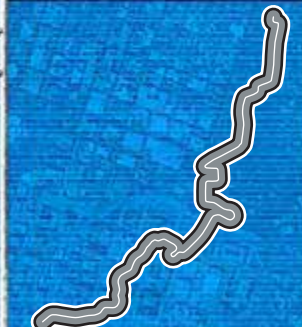
GOLD UNLOCKS:

Muscle Prototype

Although this isn't an absolute critical car to earn at this point in the game (since you hopefully have the Dominator), the Muscle Prototype is a sweet ride to have in the garage. Try to take the AI car down right out of the box to get into his rear end. If he pulls away, just save up a dose of boost and go for a shunt when you see the chance.



MAP



EUROPE

EVENT #19: COUPE CLASS



3rd place

2nd place

1st place

EVENT TYPE: Race -- 3 laps
CAR: Any Coupe
TRACK: Winter City (East)

BRONZE UNLOCKS:

Event #20, #24

Winter City is a short and quick course but with a decent amount of traffic. You've got three laps to stay on the offensive side of things, so use your usual array of Takedowns if you ever need boost. You should have too much trouble if you pick the Type 1 as your Coupe of choice. It's the best of the three to start with.



MAP



M A P



4 TDs

8 TDs

12 TDs

EVENT #20: COUPE CLASS

EUROPE

EVENT TYPE:
CAR:
TRACK:Road Rage (3 minutes)
Any Coupe
Vineyard (South)

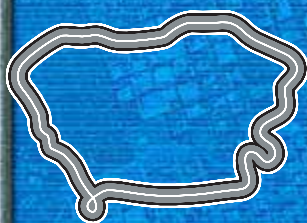
BRONZE UNLOCKS:

Event #21



The heavier coupe you pick, the better off you'll be for this event. Wall Takedowns are the easiest to rack up early but there might not be as many opportunities as you'd like because of all the twists and turns on this level. If you see a group of AI cars going at it, don't be afraid to rush in and give them all a nice little boost tap. Knocking them into the center medians works very well.

M A P



3rd place

2nd place

1st place

EVENT #21: COUPE CLASS

EUROPE

EVENT TYPE:
CAR:
TRACK:Race -- 2 laps
Modified Coupe
Alpine (South)BRONZE UNLOCKS:
GOLD UNLOCKS:Event #21A, #25
Modified Coupe

Don't be afraid to "whip up" on your opponents right off the line. If you can get a 2X Boost Bar that quickly, you'll have plenty of room for error later on.

M A P



1:55.00

1:40.00

1:30.00

EVENT #21A: SPECIAL CLASS

USA

EVENT TYPE:
CAR:
TRACK:Burning Lap
Custom Coupe Ultimate
Silver Lake (South)

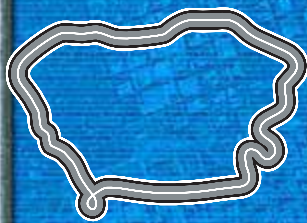
GOLD UNLOCKS:

Postcard!



The Custom Coupe Ultimate is a great all-around car, so setting the 1:30 goal for gold shouldn't be too ridiculous. You'll make without a hitch if you don't crash more than once (you're losing at least five seconds per crash, if not more), and boost through the fast parts of the course. Remember to drift as much as possible for both the time saved *and* the extra boost.

M A P



5 TDs

7 TDs

10 TDs

EVENT #22: COUPE CLASS

EUROPE

EVENT TYPE:
CAR:
TRACK:Road Rage (3 minutes)
Any Coupe
Alpine (North)

BRONZE UNLOCKS:

Event #26



Choose one of the heavier coupes, and you'll have the edge during car combat. The AI cars will be after you right off the bat, so make sure you keep your defenses up, avoid traffic, and put out the effort to take them down as quickly as possible. Wall Takedowns are the easiest, but don't overlook Boost Shunts (rear enders) either. The three minutes is more than enough time to earn the eight Takedowns.

EUROPE EVENT #23: SPORTS CLASS

EVENT TYPE: Burning Lap
CAR: Sports Type 1
TRACK: Winter City (East)

GOLD UNLOCKS: Postcard!

Although it doesn't look like it, the Sports Type 1 is a "mover" under full boost. It will easily get into the 180 mph range on this course. Earn boost early and stay alert toward oncoming traffic. The 270 degree turn needs to be drifted perfectly to stay in line for gold so if you screw it up, just reload the event and start over. Luckily it's near the beginning of the track.



MAP



EUROPE EVENT #24: COUPE CLASS

EVENT TYPE: Race -- 1 lap
CAR: Any Coupe
TRACK: Alpine Expressway (West)

BRONZE UNLOCKS: Event #22, #23

The Modified Coupe handles tremendously well on this track, and has the speed to come back from behind if you need it. Don't be afraid to slam opponents into oncoming traffic early to help get your boost meter built for the middle part of the course. The more boosting you do through the straights, the less you have to worry about getting knocked around toward the finish line.



MAP



EUROPE EVENT #25: COUPE CLASS

EVENT TYPE: Road Rage (3 minutes)
CAR: Any Coupe
TRACK: Riviera (South)

BRONZE UNLOCKS: Event #25A, #29

Accumulating 12 Takedowns on the Riviera course can be very difficult, so we recommend the Modified Coupe (if you have it unlocked). Because the track is short and there are no lengthy straights to "bang doors" with your opponents, you'll be forced to make quick decisive maneuvers during combat. Concentrate on driving the course first and the Takedowns should come along with it.



MAP



FAR EAST EVENT #25A: SPORTS CLASS

EVENT TYPE: Burning Lap
CAR: Sports Type 2
TRACK: Island Paradise (North)

GOLD UNLOCKS: Postcard!

The car is capable of 180 mph+ under full boost, but you'll still need to be on it for almost the *entire* lap if you want a shot at the gold. Start off by immediately switching into the oncoming lane (to rack up boost early), then just get on it and don't let off. The only part of the course with heavy traffic is toward the very end, so don't worry about boosting through corners blind.



MAP



M A P



N/A

N/A

1st place

EVENT #26: COUPE CLASS**EUROPE**

EVENT TYPE:
CAR:
TRACK:

Face Off -- 1 lap
Any Coupe
Vineyard (North)

BRONZE UNLOCKS:
GOLD UNLOCKS:

Event #27, #29
Tuned Coupe



If you can slam the AI Tuned Coupe early and often, you'll have the boost advantage which is absolutely key. Anytime he creeps up on you — which yes, it will do — just slow down a little and let him get past you. You should have plenty of boost on reserve to shake him up with. A solid Boost Shunt or Wall Takedown is all you'll need to keep him off your back.

M A P



N/A

N/A

1st place

EVENT #27: COUPE CLASS**EUROPE**

EVENT TYPE:
CAR:
TRACK:

Face Off - 1 lap
Any Coupe
Frozen Peak (North)

GOLD UNLOCKS:

Dominator Coupe



Like many of the previous Face Off events, this showdown is easy once you learn to control your opponent. Catching up to him and getting your first Takedown will be the hardest part of the event. Once you have sufficient boost built up, use it to lure him close as you fade back. Then when he's in striking distance you just whip out the Boost Shunt or attempt a Wall Takedown. Repeat this anytime he creeps up on you.

M A P



3rd place

2nd place

1st place

EVENT #29: COUPE CLASS**EUROPE**

EVENT TYPE:
CAR:
TRACK:

Lap Eliminator -- 5 laps
Any Coupe
Winter City (North)

BRONZE UNLOCKS:

Event #30



A good tip on any of the Lap Eliminator events — this one in particular — is to take down opponents near the end of the lap when they're about to cross the checkpoint. This sort of guarantees you a spot, because even if you can take out one car you'll never be last. The track is short so the laps whip by fairly quickly. Don't take longer than three laps to move your way into first place.

M A P



3rd place

2nd place

1st place

EVENT #30: COUPE CLASS**EUROPE**

EVENT TYPE:
CAR:
TRACK:

Race Grand Prix
Any Coupe
(As shown to the left)

BRONZE UNLOCKS:
GOLD UNLOCKS:

Event #31
N/A



This is one of the easier Grand Prix events, mainly because you'll have a good choice of Coupes to choose from. If you've earned the Dominator, then by all means, use it. Like the other Grand Prix events, you're looking for 14 points to be in the "safe zone." This isn't always the case, but winning two of the three races with gold medals usually guarantees you the overall win.

EUROPE

EVENT #30A: COUPE CLASS



N/A



N/A



1st place

EVENT TYPE: Gold Medal Face Off -- 1 lap
CAR: Any Coupe
TRACK: Continental Run (West)

GOLD UNLOCKS:

Coupe Prototype

The AI Coupe Prototype drives well, but is easily lured into all your classic Takedown traps. If you can land your first Takedown early, having the 2X (or larger) boost meter will be absolutely key for the rest of the race. When it catches up to you, just get behind it and use your boost to knock it senseless.



MAP



EUROPE

EVENT #31: SPORTS CLASS



1:36.00



1:25.00



1:18.00

EVENT TYPE: Burning Lap
CAR: Sports Type 1
TRACK: Riviera (North)

BRONZE UNLOCKS:

Event #35, #36

The Sports Type 1 tops out at around 185 mph under full boost. There are only a few places where you can hit this speed on Riviera, but it's key to take a look at the exploded track map and find those points before you'll have a shot at the gold here.



MAP



EUROPE

EVENT #32: SPORTS CLASS



4 TDs



8 TDs



15 TDs

EVENT TYPE: Road Rage (3 minutes)
CAR: Any Sports Car
TRACK: Vineyard (North)

BRONZE UNLOCKS:

Event #33, #34A, #41

Having a huge boost bar is nice, but don't be tempted to hold it down the entire time. All you'll do is raise the stakes and the potential for error. Three minutes is plenty of time to roll around at normal speed and only use boost when you head in for the Takedown. Once you put a few Road Rage events under your belt you'll understand why this is the absolute *essential* strategy for winning most of them.



MAP



EUROPE

EVENT #33: SPORTS CLASS



3rd place



2nd place



1st place

EVENT TYPE: Race -- 2 laps
CAR: Any Sports Car
TRACK: Coastal Dream (North)

BRONZE UNLOCKS:

Event #42

Any of the three starter Coupes will hit 185 mph under full boost, and all of them stick pretty well through the turns. Whichever one you pick is irrelevant — focus on solid driving skills and controlling your boost in traffic. Remember that the more you boost, the more the AI cars boost. If you use it short controlled bursts, you'll actually get farther ahead than if you just hold it down and go for broke.



MAP



M A P



3rd place

2nd place

1st place

EVENT #34: SPORTS CLASS**EUROPE**

EVENT TYPE:

Lap Eliminator -- 5 laps

BRONZE UNLOCKS:

Event #34A, #38

CAR:

Any Sports Car

TRACK:

Vineyard (South)



Like the previous few Lap Eliminators, this one is tricky because it's on a short course with very few straights. Get in the sides of your opponents through the twisties and make sure you control your boost. That is, hit your boost only when you're slamming into someone. You're not trying to win a race here but rather keep everyone else from winning.

M A P



4:20.00

4:05.00

3:50.00

EVENT #34A: SPECIAL CLASS**FAR EAST**

EVENT TYPE:

Burning Lap

CAR:

US Circuit Racer

TRACK:

Tropical Drive (East)



By this point, you know that Preview Laps with the US Circuit Racer aren't new, but they sure are *fun*. To earn the gold on this monster of a course, you'll need to boost the entire main straight into oncoming traffic, and then boost the entire stretch back as well. The car should have little trouble holding speeds over 200 mph for the duration.

M A P



3rd place

2nd place

1st place

EVENT #35: SPORTS CLASS**EUROPE**

EVENT TYPE:

Lap Eliminator -- 5 laps

BRONZE UNLOCKS:

Event #32

CAR:

Any Sports Car

TRACK:

Riviera (South)



Riviera isn't quite as bad as Vineyard, but still small enough to cause problems when you're battling for five consecutive laps. Remember that the Sports Type 1 - III have a lot of horsepower and will break the rear wheels loose if you turn "too far in" to a corner. This also comes into play when you're banging around with the other cars, where you'll try to tuck the nose of your car into their side, and you'll end up doing a 180 because these cars are travelling so fast.

M A P



3rd place

2nd place

1st place

EVENT #36: SPORTS CLASS**EUROPE**

EVENT TYPE:

Race -- 1 lap

BRONZE UNLOCKS:

Event #37

CAR:

Any Sports Car

TRACK:

Continental Run (East)



Like they tell you in the Training Mode, you need to take risks to get the rewards. In Race events, the key is build up as much boost as you can as early as possible. Near misses, driving in the wrong lane, slamming other cars into walls, and drifting through every corner possible are the ways to get your boost meter pumpin'. The sooner you figure out that the risks are worth the reward, the better you'll fare overall.

EUROPE

EVENT #37: SPORTS CLASS



4 TDs



8 TDs



14 TDs

M A P

EVENT TYPE: Road Rage (3 minutes)
CAR: Any Sports Car
TRACK: Riviera (North)

BRONZE UNLOCKS:

Event #34

Don't feel rushed when you see the three-minute timer to fulfill your 14 Takedown goal. It's tough, but very possible if you use the venerable "slow down/boost shunt" technique. It's not a race, and you have to remember that there's no advantage in making the pace of the race so ridiculously fast. Take your time and execute the moves that you know will guarantee you the Takedown.



EUROPE

EVENT #38: SPORTS CLASS



8 TDs



15 TDs



20 TDs

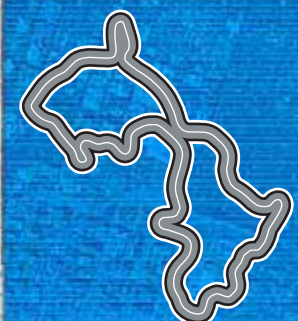
M A P

EVENT TYPE: Road Rage (3 minutes)
CAR: Any Sports Car
TRACK: Coastal Dream (South)

BRONZE UNLOCKS:

Event #39, #43

Earning 20 Takedowns in under three minutes is pretty crazy, especially because it takes a solid 15 seconds before you'll even see your first car to play around with. Be as aggressive as you can and go with the "sure thing" Takedowns over the riskier ones. Don't be afraid to take a suicide yourself if you'll take a few cars with you. If you wreck while taking someone else out, it still counts.



USA

EVENT #39: SUPER CLASS



3:10.00



2:50.00



2:35.00

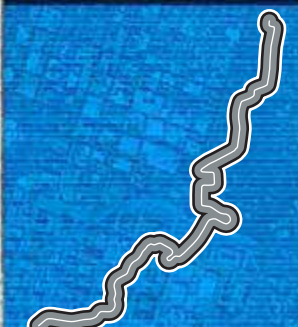
M A P

EVENT TYPE: Burning Lap
CAR: Super Type 1
TRACK: Mountain Parkway (West)

GOLD UNLOCKS:

Postcard!

Your first real trip in a Super Car won't be easy. Controlling Coupes at 160 mph is a lot different than trying to drift at well over 200 mph in a Super. Luckily, the Super Type 1 handles pretty well, and the course isn't too tough. If you're having trouble, refer to our Track Appendix for some advanced tips on how to save time here.



EUROPE

EVENT #40: SPORTS CLASS



N/A



N/A



1st place

M A P

EVENT TYPE: Face Off -- 2 laps
CAR: Any Sports Car
TRACK: Alpine (South)

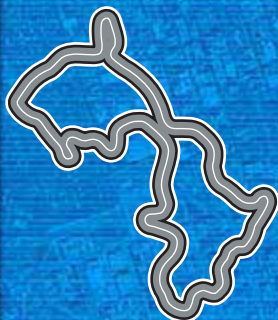
GOLD UNLOCKS:

Dominator Sports

The Dominator Sports is a tough car to beat, no matter what cars you have unlocked by this point. Drive very carefully until you catch up with the Dominator, then drive offensively. A few good slams is all it takes, and you'll have him upside down and through the guard rail. The two laps will be over quickly, so it's crucial to stay from three to five seconds from the Dominator at all times. If you fall farther behind than that (or crash), just start over.



M A P



6 TDs

10 TDs

14 TDs

EVENT #41: SPORTS CLASS**EUROPE**

EVENT TYPE:

Road Rage (3 minutes)

BRONZE UNLOCKS:

Event #40, #42

CAR:

Any Sports Car

TRACK:

Coastal Dream (North)



This is one of the harder Road Rage events because of the stiff 25 Takedown requirement for gold. By this time you should be an expert with standard Takedowns, and you'll understand how the AI cars work against each other. Take advantage of instances where the AI cars are bunched together near a wall. Use your boost to slam into the pile of them, and it's very possible to earn two, three or even four Takedowns with one swift maneuver.

M A P



3rd place

2nd place

1st place

EVENT #42: SPORTS CLASS**EUROPE**

EVENT TYPE:

Race -- 1 lap

BRONZE UNLOCKS:

Event #42A, #44

CAR:

Tuned Sports

GOLD UNLOCKS:

Tuned Sports

TRACK:

Continental Run (West)



The Tuned Sports is an excellent car to earn, and going for gold here is highly recommended. Use the medians scattered across this course to slam the AI cars into whenever they pop up. After you race the course a few times, you'll understand where your better opportunities lie. There are a few key straights to save boost for, so take a good look at our detailed map (in the Track Appendix) before driving this event.

M A P



2:40.00

2:30.00

2:20.00

EVENT #42A: SPECIAL CLASS**EUROPE**

EVENT TYPE:

Burning Lap

GOLD UNLOCKS:

Postcard!

CAR:

Oval Racer

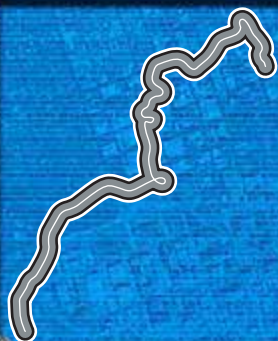
TRACK:

Continental Run (West)



The Oval Racer is one heck of a car, but it has a large variance between its normal top speed and its top speed under full boost. It doesn't hold that top speed like some of the other cars do, because it's sort of loose past the 175 mph mark. It will take you a few tries to hit the 2:20 mark, so just make sure you're using all of our previous tips from any of the Burning Lap events.

M A P



N/A

N/A

1st place

EVENT #43: SPORTS CLASS**EUROPE**

EVENT TYPE:

Face Off -- 1 lap

BRONZE UNLOCKS:

Event #44

CAR:

Any Sports car

GOLD UNLOCKS:

Modified Sports

TRACK:

Continental Run (East)



The Modified Sports is a fast car, and the AI drives it well. The front half of the course is chock full of straights that make for a great opportunity to get clean hits and build up your boost meter. If you do manage to take him down completely, he'll be out of the picture for only a few seconds, depending on how good of a driver you are. You'll need to take him down repeatedly to win.

EUROPE

EVENT #44: SPORTS CLASS

3rd place

2nd place

1st place

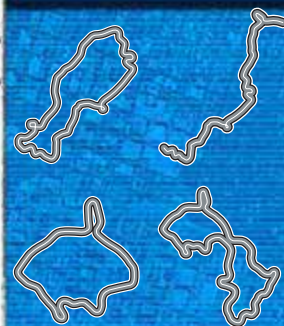
EVENT TYPE: Race Grand Prix
CAR: Any Sports Car
TRACK: (As shown to the right)

BRONZE UNLOCKS: Event #45

This Grand Prix spans four tracks as opposed to the usual three. So instead of going for your usual "two golds and a silver or bronze," you'll need to be a little more successful. The Alpine Expressway and Riviera courses should both be easy golds, but the Frozen Peak and Coast Dream courses are both long and quite involved. Refer to our Track Appendix for tips on racing these courses.



MAP



EUROPE

EVENT #44A: SPORTS CLASS

N/A

N/A

1st place

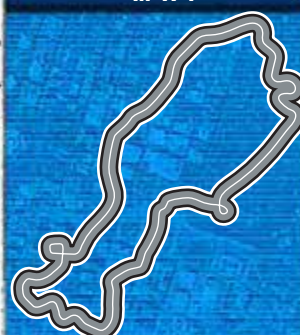
EVENT TYPE: Gold Medal Face Off - 2 laps
CAR: Any Sports car
TRACK: Frozen Peak (Southbound)

GOLD UNLOCKS: Sports Prototype

The Sports Prototype is a fast auto and a worthy addition to your garage. Drive aggressively when you meet up with the AI car and go for Takedowns if you see the window of opportunity. Also, try not to drive through tunnels blind. That is don't drive in the wrong lane when going uphill or through tunnels that curve. All it takes is one or two head-on collisions with traffic on the second lap, and you'll be starting this event from the beginning.



MAP



FAR EAST

EVENT #45: SUPER CLASS

5 TDs

10 TDs

16 TDs

EVENT TYPE: Road Rage (3 minutes)
CAR: Any Super Car
TRACK: Golden City (North)

BRONZE UNLOCKS: Event #45A, #46

Golden City is a tiny little track, but it has some serious twisties and one of the most crowded downtown areas in the game. Traffic will be everywhere and the pesky Tuk-Tuks just sort of pop out and hit you when you least expect it. Learn the traffic densities during car combat and you'll fare much better than if you just race it blind.



MAP



USA

EVENT #45A: SPECIAL CLASS

1:15.00

1:03.00

0:55.00

EVENT TYPE: Burning Lap
CAR: Euro Circuit Racer
TRACK: Downtown (North)

The Euro Circuit Racer is fast, and handles like a dream. This course is tight, however, so you'll need to effectively limit your boost and power through the drifts at every turn. Even one crash here will keep you from getting gold, so you'll need an almost perfect lap.



MAP



M A P



3rd place

2nd place

1st place

EVENT #46: SUPER CLASS

FAR EAST

EVENT TYPE:

Lap Eliminator -- 5 laps

BRONZE UNLOCKS:

Event #47, #48

CAR:

Any Super Car

TRACK:

Dockside (South)



Any of the available Super Cars will hit a little over 200 mph when fully boosted. They comfortably cruise between 160 and 170 without it, though, so even normal driving can get a little insane around the corners. Keep yourself in front of at least one opponent at all times, and you should have little trouble winning this event.

M A P



3rd place

2nd place

1st place

EVENT #47: SUPER CLASS

FAR EAST

EVENT TYPE:

Race -- 3 laps

BRONZE UNLOCKS:

Event #49

CAR:

Any Super Car

TRACK:

Island Paradise (North)



Island Paradise has several good places to drift which both cut large chunks of time off your lap, and give you opportunities to smack opponents around the course. If you hit him hard enough, he'll veer off into the guard rail, and you'll have an instant 2X boost meter.

M A P



3rd place

2nd place

1st place

EVENT #48: SUPER CLASS

FAR EAST

EVENT TYPE:

Race -- 3 laps

BRONZE UNLOCKS:

Event #50

CAR:

Any Super Car

TRACK:

Golden City (South)



Choose your fastest car in this class and prepare for a battle to the finish. The AI drives quite aggressive on this course, so the normal sideswipe Takedowns won't be as easy to pull off. Conserve boost for the lengthy straight on the back half of the course — it's definitely the safest place to drive in the oncoming lane and make up time.

M A P



7 TDs

14 TDs

20 TDs

EVENT #49: SUPER CLASS

FAR EAST

EVENT TYPE:

Road Rage (3 minutes)

BRONZE UNLOCKS:

Event #52, #53

CAR:

Any Super Car

TRACK:

Dockside (North)



This is a tough Road Rage event not because of the track, but because the requirements (20 Takedowns—gasp!) are tough. If you've unlocked the Tuned Super (which is earned from Event #50), it's probably your best bet. Like the previous Road Rage events, get off to an early start and go for Takedowns right out of the box.

FAR EAST

EVENT #50: SUPER CLASS



N/A



N/A



1st place

EVENT TYPE: Face Off -- 3 laps
CAR: Any Super Car
TRACK: Island Paradise (North)

BRONZE UNLOCKS: Event #54, #55
GOLD UNLOCKS: Tuned Super

The Tuned Super is a fast car, but this track is the absolute best in the game when it comes to hardcore power racing. You can seriously just power your way through this course with almost no worries from spinning out or hitting any weird cement barriers. Although it looks like the dirt would slow you down or skew your traction, it actually doesn't. Don't be afraid to use it when taking the wider turns, or when drifting.



M A P



FAR EAST

EVENT #51: SUPER CLASS



N/A



N/A



1st place

EVENT TYPE: Face Off -- 2 laps
CAR: Any Super Car
TRACK: Dockside (North)

GOLD UNLOCKS: Dominator Super

Jump in the Tuned Super (or whatever your favorite Super Car is) and get ready to run a perfect lap at Dockside. The stretch in the middle of this track is the one of the longest straights in the game and has an almost perfect view when scanning for oncoming traffic. Take advantage and work that engine the entire stretch under full boost.



M A P



FAR EAST

EVENT #52: SUPER CLASS



3rd place



2nd place



1st place

EVENT TYPE: Lap Eliminator -- 5 laps
CAR: Any Super
TRACK: Island Paradise (South)

BRONZE UNLOCKS: Event #51, #56

Island Paradise is our favorite course for fast cars like anything in the Super class for one main reason: It's forgiving. You can slam into walls and even bounce off cars from missed Takedown opportunities without ever wrecking your car. The curves are all very gradual and perfect for drifting, and there are no barriers or funky high-traffic areas to distract you from your task at hand. Floor it the whole way. Yeah, *seriously*.



M A P



FAR EAST

EVENT #53: SUPER CLASS



3rd place



2nd place



1st place

EVENT TYPE: Race -- 2 laps
CAR: Any Super Car
TRACK: Tropical Drive (West)

BRONZE UNLOCKS: Event #56

If you can score a Takedown before you get to the main straight (about halfway through the course), you'll be in good shape. Even a 2X boost meter makes the entire stretch one huge boost-o-rama. The course takes more than three or four minutes to finish, so be ready for a reset if you aren't doing well after lap one. (No sense in killing yourself if you're too far behind to ever catch up.)



M A P



M A P



3rd place



2nd place



1st place

EVENT #54: SUPER CLASS

EVENT TYPE:

Race -- 2 laps

BRONZE UNLOCKS:

Event #57

CAR:

Any Super Car

TRACK:

Tropical Drive (South)



Yet again, take advantage of the huge straight in the middle of the course, but don't bet all your octane on it. Takedowns early in the game when everyone's bunched up is the real key. If you don't get a Takedown within the first minute of the event, just restart. Solid drifting and consistent Takedowns win races on this course. A 4X boost meter on the 30-second straight just makes it a lot easier.

M A P



6 TDs



12 TDs



20 TDs

EVENT #55: SUPER CLASS

EVENT TYPE:

Road Rage (3 minutes)

BRONZE UNLOCKS:

Event #57

CAR:

Any Super Car

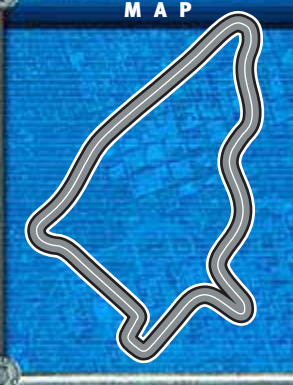
TRACK:

Tropical Drive (West)



Remember this isn't a race — it's a Road Rage event. Take your time in setting up solid Takedowns that are guaranteed to follow through, instead of going for all the little bumps and scrapes. Remember to keep your personal crash count under control. If you veer beyond six, seven, sometimes eight crashes, you'll be forced to restart the event, because your car won't be able to continue.

M A P



N/A



N/A



1st place

EVENT #56: SUPER CLASS

EVENT TYPE:

Face Off -- 3 laps

BRONZE UNLOCKS:

Event #59

CAR:

Any Super car

TRACK:

Golden City (North)



The traffic in Golden City is some of the heaviest in the game, so earning oncoming boost without constantly wrecking will be a severe problem. Instead, we found the best way to stack the boost is to just race like it's a Road Rage event. That is, until you get at least a 2X or 3X meter. This means going for Takedowns early in the race so you can concentrate on drifting and boosting during the later laps.

M A P



8 TDs



16 TDs



24 TDs

EVENT #57: SUPER CLASS

EVENT TYPE:

Road Rage (3 minutes)

BRONZE UNLOCKS:

Event #58, #59

CAR:

Any Super Car

TRACK:

Dockside (South)



This is the final and most difficult Road rage event in the game. If you can pop off 24 Takedowns in three minutes — essentially one Takedown every seven seconds — you are the Burnout master. Your strategy is the same as all previous events: Get in the mix early and don't let off. When you see cars bunched up together — battling or not — boost into them like you're driving the General Lee. It works!

USA

EVENT #58: SUPER CLASS

1:50.00 1:40.00 1:30.00

MAP

EVENT TYPE: Burni ng Lap
CAR: Classic Hotrod
TRACK: Waterfront (West)

If you see piles of opponents smacking into each other, don't be afraid to get right in there and duke it out with them. The race is short, so you'll need boost quickly, or you'll find out just how hard it is to keep up.



USA EUROPE
FAR EAST

EVENT #59: SUPER CLASS

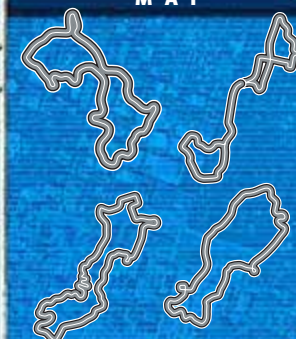
3rd place 2nd place 1st place

MAP

EVENT TYPE: Race Grand Prix
CAR: Any Super Car
TRACK: (As shown to the right)

BRONZE UNLOCKS: Event #59A
GOLD UNLOCKS: US Circuit Racer

This is the toughest of all the Grand Prix events in Burnout 3. They've taken the most challenging courses in the game, then strung them all together in an extremely difficult class to dominate. Speaking of domination, if you haven't unlocked the Dominator Super, now is a good time to go back and do so. It's a great car for this event and is a surefire way to accumulate the 20 or so points needed to win the gold.



USA EUROPE
FAR EAST

EVENT #59A: SPECIAL CLASS

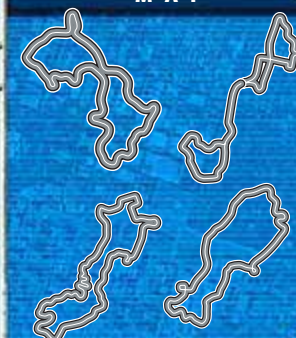
3rd place 2nd place 1st place

MAP

EVENT TYPE: Race Grand Prix
CAR: US Circuit Racer
TRACK: (As shown to the right)

GOLD UNLOCKS: Postcard!

This is a tough series, but the car you're given is one of the best in the game. Don't be afraid to swap paint with your opponents, even though it's a Grand Prix event. Although it doesn't exactly make sense to be duelling with other cars at over 200 mph in an open-wheeled carbon fiber supercar, it *does* work and work *well* in the world of Burnout.



EUROPE
USA

EVENT #60: SUPER CLASS

3rd place 2nd place 1st place

MAP

EVENT TYPE: Gold Medal Face Off
CAR: Any Car!
TRACK: (As shown to the right)

GOLD UNLOCKS: Super Prototype

The only event in the game that lets you choose *any* car you've earned thus far, this Grand Prix is quite the stretch. Comprised of the four longest "highway-type" courses, you'll need to win at least three of these to guarantee the gold overall. Sometimes two golds and two silvers is enough, but it really depends if the AI drivers remain consistent throughout the series, or if they all end up placing differently (spreading out the points) each race.



CRASH EVENTS

MAP



\$55,000 \$85,000 \$140,000 **EVENT #1: TRAILER TRASH** USA

CAR:
TRACK:

Heavy Pick-Up
Silver Lake

CRASHBREAKER:
BRONZE UNLOCKS:

6 Wrecks
Event #2, #3



- 1 Grab the Infinite Boost and head straight for the ramp.
- 2 Hit the ramp and veer toward the pole alongside the road. After you hit it, try to bounce into the group of winnebagos.
- 3 Detonate your Crashbreaker and use Aftertouch to push your car back into traffic for any available bonus damage.

MAP



\$65,000 \$100,000 \$145,000 **EVENT #2: CROSS TRAFFIC** USA

CAR:
TRACK:

Muscle Type 1
Downtown

CRASHBREAKER:
BRONZE UNLOCKS:

8 Wrecks
Event #4



- 1 Switch to the left lane right out of the gate, and dodge the cars through the first intersection. Ignore the Infinite Boost.
- 2 Grab the Gold Coin and smack into one of the tanker trucks at the second intersection. If you explode, slide yourself over to more traffic.
- 3 Use Aftertouch after your Crashbreaker to slam into as many cars as you can.

MAP



\$55,000 \$180,000 \$295,000 **EVENT #3: MARINA MAYHEM** USA

CAR:
TRACK:

Muscle Type 2
Waterfront

CRASHBREAKER:
BRONZE UNLOCKS:

8 Wrecks
Event #5



- 1 Use a Boost Start and stay in the left lane. Grab the Bronze Coin then drive right through to grab the Gold Coin on the way.
- 2 As you round the corner, smack into the tanker truck and slide into oncoming traffic.
- 3 After eight cars wreck, execute your Crashbreaker and use Aftertouch to slide into an extra car or two.

MAP



\$65,000 \$100,000 \$160,000 **EVENT #4: TWISTER** USA

CAR:
TRACK:

Muscle Type 1
Waterfront

CRASHBREAKER:
BRONZE UNLOCKS:

8 Wrecks
Event #6



- 1 Hit the Infinite Boost and stay in the left lane, heading toward the ramp at full throttle.
- 2 When you hit the ramp, you'll be thrown into a barrel roll. Try to steer your car toward the Gold Coin across the intersection.
- 3 When you come down, try to wedge your car between the winnebagos.

USA

EVENT #5: DEMOLITION

\$55,000

\$150,000

\$190,000

MAP

CAR:
TRACK:

Muscle Type 1
Downtown

CRASHBREAKER:
BRONZE UNLOCKS:

8 Wrecks
Event #6

- 1 Use a Boost Start and grab the Auto Boost, then stay perfectly straight all the way to the intersection.
- 2 Smack into the first car and slide into as many of the bonus cash pick ups as you can.
- 3 Shortly after sliding into the pile of buses, execute your Crashbreaker and swing back toward the main pileup. You should clear \$200k easily.



USA

EVENT #6: SHUT UP AND JUMP

\$65,000

\$155,000

\$200,000

MAP

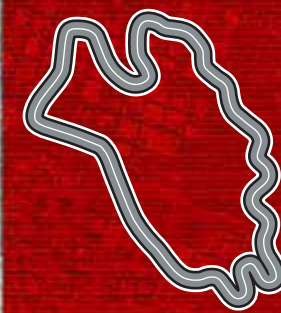
CAR:
TRACK:

Sports Type 1
Silver Lake

CRASHBREAKER:
BRONZE UNLOCKS:

8 Wrecks
Event #7

- 1 Execute a Boost Start and grab the Auto Boost.
- 2 Snag the Gold Coin and hit the ramp at full speed. Try to line up toward the left side as you launch.
- 3 If you hit the ramp correctly, you'll snag the 2X Multiplier. If you missed it, use your Crashbreaker Aftertouch to blow your chassis back over to it once you've hit 8 wrecks.



EUROPE

EVENT #7: SLIP AND SLIDE

\$75,000

\$200,000

\$350,000

MAP

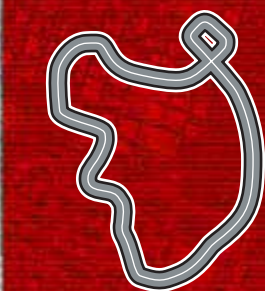
CAR:
TRACK:

Coupe Type 3
Winter City

CRASHBREAKER:
BRONZE UNLOCKS:

10 Wrecks
Event #8, #9

- 1 Grab the Auto Boost and round the corner at full throttle.
- 2 Slam into the back of the first car you see, sliding toward the 2X Multiplier.
- 3 If you miss the multiplier or get thrown to the other side of the street, just wait until 10 cars wreck and use Aftertouch to get back to the 2X Multiplier. Remember that the car carries momentum, so you only need to point it in the right direction while you're on the chase camera.



EUROPE

EVENT #8: GRAND SLAM

\$60,000

\$200,000

\$280,000

MAP

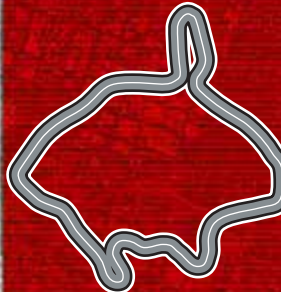
CAR:
TRACK:

Custom Coupe
Riviera

CRASHBREAKER:
BRONZE UNLOCKS:

10 Wrecks
Event #10

- 1 Avoid the Auto Boost and slam into the second wave of cars head on. You'll get the Bronze Coin and initiate a huge pileup.
- 2 As long as you get pushed into the X2 Multiplier, you should be okay. If you aren't near it, use your Crashbreaker to clear the area and Aftertouch your way toward it.



MAP



\$65,000

\$200,000

\$370,000

EVENT #9: ROADBLOCK

EUROPE

CAR:
TRACK:4WD Racer
AlpineCRASHBREAKER:
BRONZE UNLOCKS:10 Wrecks
Event #11

- 1 Execute a Boost Start, then stay to the right and grab the Auto Boost.
- 2 Hug the right guard rail and drive straight into traffic at full speed.
- 3 As you explode into a thousand pieces, continue to nudge your car toward the 2X Multiplier. It's tough to get the placement correct on your first try. Keep at it.

MAP



\$70,000

\$175,000

\$285,000

EVENT #10: GRAPES OF WRATH

EUROPE

CAR:
TRACK:SUV Deluxe
VineyardCRASHBREAKER:
BRONZE UNLOCKS:10 Wrecks
Event #13

- 1 Drive carefully through the first intersection and grab the Gold Coin around the corner.
- 2 Slam into the oncoming lane, but make sure you're deep enough to slide over to the 2X Multiplier.
(Note: There are other ways to get lucky by being bounced back and forth between the two lanes and still meet the gold, but the surefire way is to follow the advice stated above.)

MAP



\$70,000

\$265,000

\$500,000

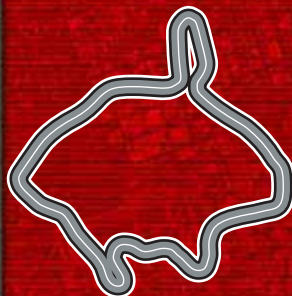
EVENT #11: PUMP UP THE TRAM

EUROPE

CAR:
TRACK:Coupe Type 2
Winter CityCRASHBREAKER:
BRONZE UNLOCKS:10 Wrecks
Event #12

- 1 Grab the Auto Boost and stay on your right side as you accelerate past the bonus cash pick ups.
- 2 Try to get in front of the tram before it gets to the intersection. If you time it right, you'll get clipped at the very last second and have just enough momentum to carry you into the 4X Multiplier.

MAP



\$70,000

\$180,000

\$350,000

EVENT #12: GET BENT

EUROPE

CAR:
TRACK:Compact Type 1
RivieraCRASHBREAKER:
BRONZE UNLOCKS:9 Wrecks
Event #14

- 1 Execute a Boost Start and grab the Auto Boost.
- 2 Continue down the right-side guard rail and dodge all the traffic until you see the tanker truck.
- 3 Slam into it head on and you'll flip over to the X2 and X4 Multipliers. Either one should put you over the \$350k goal, as long as you don't grab the Heartbreaker by mistake.

EUROPE

EVENT #13: CORNER CHAOS



\$70,000



\$200,000



\$450,000

CAR:
TRACK:

Custom Coupe
Winter City

CRASHBREAKER:
BRONZE UNLOCKS:

10 Wrecks
Event #14

- 1 Use a Boost Start and stay toward the left to grab the Bronze Coin. You'll need to drive in between the cars as shown in our picture to the right.
- 2 Round the first corner and grab the Gold Coin.
- 3 As you turn the second corner, stay toward the middle of the two lanes and get clobbered by whatever is the closest when you make it there. If you don't get pushed into the 4X Multiplier, use your Aftertouch to guide you there.



M A P



EUROPE

EVENT #14: JACK KNIFE CITY



\$70,000



\$250,000



\$450,000

CAR:
TRACK:

Coupe Type 2
Vineyard

CRASHBREAKER:
BRONZE UNLOCKS:

12 Wrecks
Event #15

- 1 This one starts off heading downhill, so just ride the descent and hit the ramp at full throttle. If you bounce just right, you'll grab the X2 Multiplier and swing out into traffic.
- 2 After 12 wrecks, execute your Crashbreaker and push yourself into the 4X Multiplier. And no, you won't get 8X from combining the two multipliers, sorry.



M A P



FAR EAST

EVENT #15: NEON NIGHTMARE



\$65,000



\$200,000



\$400,000

CAR:
TRACK:

Coupe Type 1
Golden City

CRASHBREAKER:
BRONZE UNLOCKS:

10 Wrecks
Event #16,17

- 1 This one is tough because the coupe doesn't have much cornering ability. Your best bet is to avoid the Auto Boost and just head through both intersections without interfering with traffic.
- 2 When you get to the end of the line, smack into the buses and grab the 4X Multiplier. This should put you over the \$400k goal easily.



M A P



FAR EAST

EVENT #16: PARADISE PERIL



\$80,000



\$250,000



\$400,000

CAR:
TRACK:

Coupe Type 2
Golden City

CRASHBREAKER:
BRONZE UNLOCKS:

12 Wrecks
Event #19

- 1 Round the first corner and grab the Gold Coin. Line up to the left side of the street near the boxes, if possible.
- 2 Hit the Auto Boost and head off the ramp at full speed, flying over the first intersection and into the buses on the second one.
- 3 The 4X Multiplier is nearby, so if you don't get it from flying past the buses, use your Aftertouch to help you along.



M A P



M A P



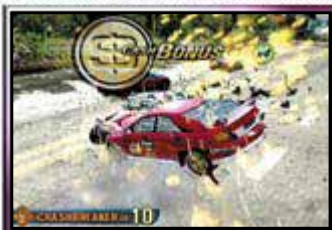
\$75,000 \$250,000 \$450,000 **EVENT #17: RUINED HOLIDAY** **FAR EAST**

CAR:
TRACK:

Sports DX
Island Paradise

CRASHBREAKER:
BRONZE UNLOCKS:

12 Wrecks
Event #18



1 Grab the Auto Boost and round the first corner, heading toward the Gold Coin. Dodge the first few cars, because they are only there as a distraction.

2 As you grab it, you'll be smacked by oncoming traffic, so it's good to have as much momentum as you can. If you stop short of the 4X Multiplier, just use your Crashbreaker to give you that extra bit of reach.

M A P



\$62,500 \$250,000 \$400,000 **EVENT #18: TUK DOWN** **FAR EAST**

CAR:
TRACK:

Tuned Muscle
Golden City

CRASHBREAKER:
BRONZE UNLOCKS:

12 Wrecks
Event #20



1 We prefer to skip the Auto Boost and hit the ramp with only full throttle. You should be able to snag the Bronze Coin as you exit the ramp.

2 If you adjust your trajectory correctly, you'll bounce off the hill and over into traffic, rolling into the Instant Crashbreaker and the 4X Multiplier. If you miss the 4X Multiplier, use your manual Crashbreaker to extend your reach and grab it when you accumulate 12 wrecks.

M A P



\$70,000 \$200,000 \$400,000 **EVENT #19: ROCK THE DOCK** **FAR EAST**

CAR:
TRACK:

Coupe Type 3
Dockside

CRASHBREAKER:
BRONZE UNLOCKS:

12 Wrecks
Event #20



1 Use a Boost Start and avoid the Auto Boost toward the outside of the track. Hug the inside to make sure you don't get it.

2 Pull a hard left, grab the Silver Coin, and curve straight into the 4X Multiplier.

3 After smacking in to as many cars as you can, wait until there's three or four sitting on top of you (or near you) before executing your Crashbreaker. You'll get more damage this way.

M A P



\$75,000 \$275,000 \$550,000 **EVENT #20: HANDLE WITH CARE** **FAR EAST**

CAR:
TRACK:

4WD Heavy Duty
Golden City

CRASHBREAKER:
BRONZE UNLOCKS:

14 Wrecks
Event #21



1 Use a Boost Start to get the 4WD Heavy Duty rolling, then grab the Auto Boost and immediately pull over to the left of the street. This will keep you clear of traffic from the first intersection.

2 As the second intersection approaches, pull to the right and veer toward the 4X Multiplier as you smack into the oncoming cars.

3 If you get knocked into the Instant Crashbreaker and hit your own Crashbreaker, it's possible to break \$2 million.

USA

EVENT #21: SHOWDOWN



\$70,000



\$250,000



\$520,000

CAR:
TRACK:

Muscle Type 3
Silver Lake

CRASHBREAKER:
BRONZE UNLOCKS:

10 Wrecks
Event #22, 23

- 1 Jump out of the gate with a Boost Start, but avoid the Infinite Boost and stay in the middle of the road.
- 2 Pass through the first two intersections carefully as you approach the ramps leading to the final intersection.
- 3 Hit the third ramp and get both the Silver and Gold Coins as you bounce up and snag the 4X Multiplier. You can hit either of the first two ramps on the way, but it's a lot harder to meet the \$520k if you do so.



M A P



USA

EVENT #22: LEAP OF FAITH



\$75,000



\$350,000



\$600,000

CAR:
TRACK:

Muscle Type 1
Waterfront

CRASHBREAKER:
BRONZE UNLOCKS:

14 Wrecks
Event #25

- 1 Roll toward the ramp and launch at full speed, but without the Auto Boost (preferably).
- 2 When you come off the ramp, try to nudge yourself into the front grill of one of the three semi-trucks coming from the opposing lane.
- 3 If you get smacked correctly, you'll be thrown under the bridge near the 4X Multiplier. Use your Crashbreaker after 14 wrecks to nudge your way over if you didn't get it from the initial slide.



M A P



USA

EVENT #23: DEAD END



\$70,000



\$250,000



\$500,000

CAR:
TRACK:

Muscle Type 2
Downtown

CRASHBREAKER:
BRONZE UNLOCKS:

10 Wrecks
Event #24

- 1 Head toward the main intersection at full throttle. Avoid the Infinite Boost but pick up the Bronze Coin.
- 2 As you round the corner and slam into traffic, make sure you do NOT get the Heartbreaker. It will not only cut your final score in half, but it also nullifies any multipliers you pick up.
- 3 Both the 2X and 4X Multipliers are right there, so you shouldn't have trouble picking them up with Aftertouch.



M A P



USA

EVENT #24: TICKET TO COLLIDE



\$70,000



\$200,000



\$390,000

CAR:
TRACK:

Compact DX
Silver Lake

CRASHBREAKER:
BRONZE UNLOCKS:

12 Wrecks
Event #26

- 1 Grab the Auto Boost and head straight for the main traffic area ahead. Grab one of the bonus tokens on the way there. (You can only grab one — it's your choice.)
- 2 Slam into the Instant Crashbreaker, and you'll be smacked the by the bus. If possible, push yourself toward the 4X Multiplier.
- 3 After 12 wrecks accumulate, execute your manual Crashbreaker, and you should be able to get the 4X Multiplier, if you haven't already.



M A P



M A P



\$70,000 \$250,000 \$450,000 **EVENT #25: WRECKS CITY** USA

CAR:
TRACK:

Muscle Type 1
Downtown

CRASHBREAKER:
BRONZE UNLOCKS:

10 Wrecks
Event #26



- 1 Accelerate down the main stretch and grab the Infinite Boost right before the ramp.
- 2 As you hit the ramp, try to slide off the left edge so your car goes end-over-end and picks up the 4X Multiplier.
- 3 If all goes well you should land right into the huge pile of cross traffic, causing a massive pileup worth well over \$500k.

M A P



\$80,000 \$350,000 \$600,000 **EVENT #26: DANGER ZONE** USA

CAR:
TRACK:

Custom Muscle
Waterfront

CRASHBREAKER:
BRONZE UNLOCKS:

12 Wrecks
Event #27



The trick to this map is figuring out the proper launch angle from the left ramp. Grab the Infinite Boost and hit the ramp off the right side, flipping your car end-over-end to get that little bit of extra height as you fly through the air. (Note: If you don't get the 4X Multiplier, save your time and just reload the map.) You'll need to skid out into the freeway to accumulate enough damage for the multiplier to work effectively, so make sure you're carrying speed.

M A P



\$70,000 \$250,000 \$500,000 **EVENT #27: RIVIERA RAMPAGE** EUROPE

CAR:
TRACK:

Custom Coupe
Riviera

CRASHBREAKER:
BRONZE UNLOCKS:

12 Wrecks
Event #28, 29



- 1 Drive along the left side of the street — without the Auto Boost — and grab the two cash coins along the path.
- 2 When you get to the 4X Multiplier, just cut straight across and grab it, then swerve back into traffic smashing into the buses and trucks. Hopefully they'll bounce you (or one of the other cars) into the other lane for even more damage. If not, you should still have enough for gold.

M A P



\$70,000 \$300,000 \$690,000 **EVENT #28: RIVERSIDE WRECK** EUROPE

CAR:
TRACK:

Delivery Truck
Winter City

CRASHBREAKER:
BRONZE UNLOCKS:

12 Wrecks
Event #30



Don't use a Boost Start, and don't get the Auto Boost. They'll throw your timing off and make it difficult to merge into traffic. We found it easiest to just take the first turn as normal, then ride along the inside guard rail right before switching lanes and smashing into the cross traffic about 100 feet in front of the 4X Multiplier. The momentum should keep you moving forward so you land on it. If not, use Aftertouch to give you that extra boost.

EUROPE

EVENT #29: GRAPE FEAR



\$75,000



\$300,000



\$650,000

CAR:
TRACK:

Custom Coupe
Vineyard

CRASHBREAKER:
BRONZE UNLOCKS:

14 Wrecks
Event #31

- 1 Steer over to the right side of the street and grab the Infinite Boost.
- 2 Grab the Bronze Coin and drive straight into the Instant Crashbreaker.
- 3 As you explode, keep your forward momentum and pick up the 4X Multiplier. If all goes well, you'll knock into the semi-trucks and cause the payload to go sideways and block traffic.



M A P



EUROPE

EVENT #30: DON'T LOOK DOWN



\$70,000



\$400,000



\$500,000

CAR:
TRACK:

Custom Muscle
Alpine

CRASHBREAKER:
BRONZE UNLOCKS:

10 Wrecks
Event #32

This one is difficult because you have to hit the ramp and aim at the 2X Multiplier instead of the 4X. The only way to get the 4X is to bounce off the guard rail after making the jump for the 2X.

- 1 Use a Boost Start and hug the left guard rail as you line up for the ramp.
- 2 Hit the ramp and grab the 2X Multiplier, then bounce off the wall and get the 4X. If you don't get the 4X naturally, use your Crashbreaker/Aftertouch combo to get you there.



M A P



EUROPE

EVENT #31: SPIN THE WHEEL



\$70,000



\$250,000



\$450,000

CAR:
TRACK:

Coupe Prototype
Riviera

CRASHBREAKER:
BRONZE UNLOCKS:

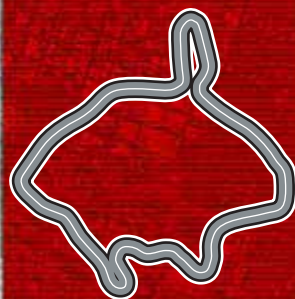
12 Wrecks
Event #33

This entire event is about rounding the corner and hitting that Instant Crashbreaker. Without it, you can't get the necessary height to grab the 4X Multiplier.

- 1 Skip the Infinite Boost and hug the left guard rail.
- 2 Round the corner sharp, slam into the Instant Crashbreaker (harder than it looks), and it will boost you up to the 4X Multiplier. Where you come down is sort of irrelevant, as you've already triggered the crash and should be well over the \$500k goal.



M A P



EUROPE

EVENT #32: FIELD OF SCREAMS



\$70,000



\$300,000



\$800,000

CAR:
TRACK:

Coupe Prototype
Vineyard

CRASHBREAKER:
BRONZE UNLOCKS:

14 Wrecks
Event #34

- 1 Drive along the left side and grab the Gold Coin, avoiding all the traffic until you see the 4X Multiplier.
- 2 When you see it, cross over and grab the Instant Crashbreaker which will propel you into the multiplier and then into the rest of traffic.
- 3 Sometimes, even with the 4x Multiplier it takes a few tries to get this one more than \$800k. Make use of your standard Crashbreaker to throw cars as far as you can.



M A P



M A P



\$80,000

\$250,000

\$500,000

EVENT #33: SNOW JOKE**EUROPE****CAR:**
TRACK:Coupe Type 2
Winter City**CRASHBREAKER:**
BRONZE UNLOCKS:12 Wrecks
Event #34

- 1 Head straight into the left lane and dodge all traffic through the first intersection.
- 2 Grab the bonus token and continue toward the ramp.
- 3 Hit the ramp off the right edge, making sure it doesn't send you into the Heartbreaker. If you hit it right you'll fly (or flip) toward the 4X Multiplier.
- 4 If you have enough momentum, it's good to try and slide into the Instant Crashbreaker next to the buses (as seen in the pic).

M A P



\$80,000

\$380,000

\$800,000

EVENT #34: CHILLY CRASH**EUROPE****CAR:**
TRACK:Coupe Type 1
Alpine**CRASHBREAKER:**
BRONZE UNLOCKS:12 Wrecks
Event #35

This is one of the harder crash levels, and it takes some serious car control to earn the gold.

- 1 Ride the left lane and grab the Bronze Coin, then the Silver Coin. Make sure you don't nip any cars on the way to the Multipliers.
- 2 Grab the 4X Multiplier and plunge into the Instant Crashbreaker. The explosion should toss you into the stream of cars heading back in your direction. Use your Crashbreaker when you see the opportunity.

M A P



\$70,000

\$380,000

\$800,000

EVENT #35: TURN & BURN**FAR EAST****CAR:**
TRACK:Sports Type 3
Golden City**CRASHBREAKER:**
BRONZE UNLOCKS:15 Wrecks
Event #36, 37

- 1 If you line yourself up correctly, you'll find that they made it rather easy to grab all three bonus tokens on your way to the Infinite Boost.
- 2 Hit the ramp at full throttle, dodging the Heartbreaker when you land.
- 3 Execute your Crashbreaker (as shown in the picture to the left) and bounce your way over to the 4X Multiplier.

M A P



\$80,000

\$370,000

\$750,000

EVENT #36: EXIT THE DRAGON**FAR EAST****CAR:**
TRACK:Sports Type 3
Dockside**CRASHBREAKER:**
BRONZE UNLOCKS:15 Wrecks
Event #39

- 1 Dodge the two trucks on the ascent up the hill. Don't bother with the Auto Boost either. It makes it a little too hard to control once you get near the multipliers.
- 2 Stay near the right-side guard rail as you swerve into traffic. Flip into the 4X Multiplier.
- 3 Once you've settled, execute your standard Crashbreaker and push yourself toward the Instant Crashbreaker. These bonuses will stack, and you'll end up with more than \$1 million as a total.

FAR EAST

EVENT #37: TROPICAL STORM



\$75,000



\$275,000



\$650,000

M A P

CAR:
TRACK:

Dominator Compact
Island Paradise

CRASHBREAKER:
BRONZE UNLOCKS:

15 Wrecks
Event #38

- 1 Use a Boost Start and swerve to the left, avoiding the oncoming traffic.
- 2 Don't hit the ramp (or the Auto Boost), and circle to the left instead. As you drive around the curve, grab the bonus tokens and smack into the Instant Crashbreaker.
- 3 You should be pretty close to the 4X Multiplier when your chassis lands from the explosion. Use your regular Crashbreaker to fall on top of the multiplier and you should be more than \$650k.



FAR EAST

EVENT #38: CROSSING CRUSH



\$80,000



\$390,000



\$750,000

M A P

CAR:
TRACK:

Coupe Prototype
Golden City

CRASHBREAKER:
BRONZE UNLOCKS:

12 Wrecks
Event #40

- 1 Accelerate through the corner and avoid the Infinite Boost as you stay toward the outside rail.
- 2 Hit the ramp, grab the Silver Coin and bounce off the van which should throw you toward the 4X Multiplier.
- 3 If you're lucky, you'll bounce over to the Instant Crashbreaker. If not, use your regular one to nudge you over toward it, so you can get a Double Crashbreaker.



FAR EAST

EVENT #39: FREEWAY THUNDER



\$75,000



\$350,000



\$600,000

M A P

CAR:
TRACK:

Coupe Prototype
Golden City

CRASHBREAKER:
BRONZE UNLOCKS:

15 Wrecks
Event #40

- 1 Ride along with the traffic on the left side of the street and merge into the middle lane when you see the 2X Multiplier.
- 2 Grab it if you want, then floor it on the way to the 4X Multiplier.
- 3 As you come into contact with traffic, you'll be thrown away from the Instant Crashbreaker. Use your manual Crashbreaker to move you back toward it for the extra \$20k (pre-multiplier) bonus.



FAR EAST

EVENT #40: DRIVE ANGRY



\$70,000



\$300,000



\$500,000

M A P

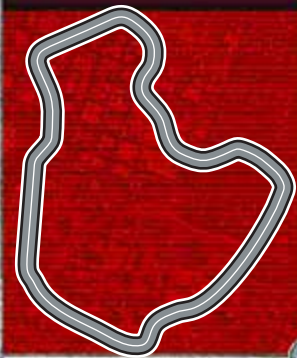
CAR:
TRACK:

SUV Deluxe
Island Paradise

CRASHBREAKER:
BRONZE UNLOCKS:

15 Wrecks
Event #41

The only effective and consistent way to finish this event (with the gold) is to head full speed into the two trucks at the first intersection and "t-bone" them. Next, use your manual Crashbreaker to throw your chassis near the Instant Crashbreaker. Essentially, you'll do a double bounce over the trucks and wreckage, then slide down the hill into the 4X Multiplier.



M A P



\$80,000 \$250,000 \$600,000 **EVENT #41: HATE TO BE LATE** USA

CAR:
TRACK:

Muscle Type 2
Downtown

CRASHBREAKER:
BRONZE UNLOCKS:

15 Wrecks
Event #42, 43



- 1 Accelerate full speed ahead, around the traffic to your right and past the Infinite Boost.
 - 2 Grab the Silver Coin and crash into the side of the tanker truck. If you hit it correctly, it should explode and give you the 4X Multiplier as well (since it's sitting right on it).
 - 3 Wait until at least five or six buses (or trucks) bowl over your chassis before executing your Crashbreaker.
- (Note: This is one of the best events to earn easy cash.)

M A P



\$80,000 \$270,000 \$450,000 **EVENT #42: 3 WAYS TO FLY** USA

CAR:
TRACK:

Compact Prototype
Silver Lake

CRASHBREAKER:
BRONZE UNLOCKS:

12 Wrecks
Event #44



- 1 Execute a Boost Start, and you'll glide through the first intersection with no interference.
- 2 Grab the Auto Boost and stay toward the left to get a clear shot through the second intersection as you approach the ramps.
- 3 Go off the far left ramp, slightly angled to the right so that you bounce and miss the Heartbreaker, but pick up the 4X Multiplier. It's very difficult but entirely possible. This is one of the harder crash events.

M A P



\$70,000 \$240,000 \$500,000 **EVENT #43: BAY-SIDE BLITZ** USA

CAR:
TRACK:

Muscle Type 3
Waterfront

CRASHBREAKER:
BRONZE UNLOCKS:

12 Wrecks
Event #45



- 1 Grab the Auto Boost along the main straight and smash into the first group of cars coming your way.
- 2 You should have enough momentum to carry your chassis out into the main street, hitting a few cars along the way to initiate a second pileup.
- 3 As soon as you accumulate 12 wrecks, execute your Crashbreaker and hop on over to the 4X Multiplier.

M A P



\$80,000 \$250,000 \$500,000 **EVENT #44: HOLD TIGHT** USA

CAR:
TRACK:

Custom Muscle
Downtown

CRASHBREAKER:
BRONZE UNLOCKS:

12 Wrecks
Event #46



- 1 Right out of the gate you're gonna want to get over to the left lanes and grab whatever bonus tokens are in your path.
- 2 You should be able to find a hole through the first intersection on the left side. Watch for taxis—sometimes they just pop out of no where.
- 3 As you smack into traffic in the main area, try to weasel your way toward the 4X Multiplier. If all else fails, your Crashbreaker/Aftertouch combo is your back-up.

USA

EVENT #45: BRIDGE TOO FAR



\$75,000



\$270,000



\$500,000

CAR:
TRACK:

Tuned Coupe
Silver Lake

CRASHBREAKER:
BRONZE UNLOCKS:

15 Wrecks
Event #46

- 1 Grab the Auto Boost and stay in the middle lane as you accelerate toward the ramps.
- 2 There are three ramps to choose from. If you aim for the spot right between the left and center ramp, you'll get the 4X Multiplier with no trouble. If you catch the ramp wrong, you'll miss it.
- 3 If you do overshoot it, you can always use your Crashbreaker to bounce yourself back as shown in the picture to the right.



M A P



USA

EVENT #46: TRAFFIC JAMMED



\$80,000



\$250,000



\$450,000

CAR:
TRACK:

Assassin Muscle
Downtown

CRASHBREAKER:
BRONZE UNLOCKS:

10 Wrecks
Event #47

- 1 Accelerate down the main road and hit the ramp at full speed (without the Auto Boost). You'll grab the Gold Coin as you clip the rear of the parked buses.
- 2 You should land somewhere out against the curb in the main street. As long as you know that the 4X Multiplier is located in the very center of the median (in between the two lanes), it's quite easy to grab with Aftertouch.



M A P



EUROPE

EVENT #47: EXACT CHANGE



\$70,000



\$250,000



\$550,000

CAR:
TRACK:

Assassin Coupe
Alpine

CRASHBREAKER:
BRONZE UNLOCKS:

14 Wrecks
Event #48, 49

- 1 Execute a Boost Start and pick up the Auto Boost on the route to the bridge.
- 2 As you near the bridge, straighten out and grab the 4X Multiplier. The second after you hit it you'll strike the Instant Crashbreaker, so be prepared to use Aftertouch to guide yourself into the front of the oncoming buses and trucks.



M A P



EUROPE

EVENT #48: COUNTRY CHAOS



\$80,000



\$200,000



\$500,000

CAR:
TRACK:

Coupe Type 1
Vineyard

CRASHBREAKER:
BRONZE UNLOCKS:

12 Wrecks
Event #50

- 1 Start off by switching over into the right lane and grabbing the Auto Boost.
- 2 Apply the brake and make a hard left, lining yourself up to launch off the very left edge of the ramp. (Note: Setting up the correct angle on this turn is difficult and might take a few tries before you finally land it.)
- 3 When you land, you should hit the Instant Crashbreaker followed by the 4X Multiplier.



M A P



M A P



\$80,000

\$180,000

\$400,000

EVENT #49: CLIFF HANGER

EUROPE

CAR:
TRACK:Coupe Type 3
RivieraCRASHBREAKER:
BRONZE UNLOCKS:10 Wrecks
Event #51

- 1 Stay on the inside of the street — toward the dirt — and stay away from the traffic passing on the right side.
- 2 When you see the truck next the 4X Multiplier, just sideswipe it gently and you'll stop in your tracks.
- 3 The resulting pileup will be massive, so make sure you're completely surrounded before executing your Crashbreaker.

M A P



\$75,000

\$250,000

\$500,000

EVENT #50: MARKET CRASH

EUROPE

CAR:
TRACK:Coupe Type 2
Winter CityCRASHBREAKER:
BRONZE UNLOCKS:15 Wrecks
Event #52

There are three lanes to choose from, each one housing a bonus token. We prefer the far-left lane, mainly because it sets you up at the proper angle for the Crashbreaker/4X Multiplier combo. Make sure that you get on the brakes when you snag the Auto Boost or you'll overshoot your target.

M A P



\$80,000

\$225,000

\$450,000

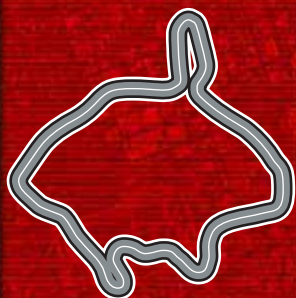
EVENT #51: WINTER WIPE-OUT

EUROPE

CAR:
TRACK:Coupe Type 1
Winter CityCRASHBREAKER:
BRONZE UNLOCKS:12 Wrecks
Event #53

- 1 Use a Boost Start to get your car rolling, then hit the left ramp and you'll clip the top of the buses on your way across the intersection.
- 2 As long as you land somewhere near the buses across the street, you'll be fine. Execute your Crashbreaker and you'll be able to grab the 4X Multiplier.

M A P



\$70,000

\$300,000

\$500,000

EVENT #52: HIGH ROLLER

EUROPE

CAR:
TRACK:Coupe Type 1
RivieraCRASHBREAKER:
BRONZE UNLOCKS:12 Wrecks
Event #54

- 1 Accelerate down the left lane and grab the Auto Boost. Line yourself up for the ramp ahead.
- 2 The ramp is very severe and will send you absolutely soaring through the air. Try to keep your car centered on the ramp when you leave, then use Aftertouch to sort of steer your car into the left lane near the 2X Multiplier.
- 3 Slide into the oncoming lane, and you'll get bounced back by traffic. Aftertouch is the only way to get the 4X Multiplier.

EUROPE

EVENT #53: HAUL ASS



\$80,000



\$350,000



\$630,000

CAR:
TRACK:

Coupe Type 1
Vineyard

CRASHBREAKER:
BRONZE UNLOCKS:

14 Wrecks
Event #54

There are so many trucks on this event that even a “non-wanton” crash will be more than \$400k without the multiplier. We’ve scored right under \$2 million here several times.

- 1 Skip the Auto Boost and swerve out around the first truck.
- 2 Drive straight into the Instant Crashbreaker and your chassis will roll right into the 4X Multiplier.
- 3 The trucks should pile up leading to your 14-wreck quota rather quickly.



M A P



EUROPE

EVENT #54: LANES LUNACY



\$90,000



\$290,000



\$430,000

CAR:
TRACK:

Super Type 1
Alpine

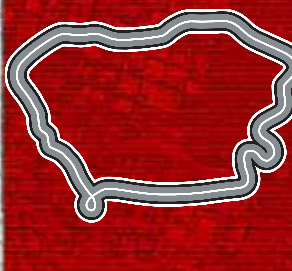
CRASHBREAKER:
BRONZE UNLOCKS:

12 Wrecks
Event #55

- 1 Use a Boost Start to swerve out between the first rush of cars and stay in the left lane.
- 2 Hit the Instant Crashbreaker dead on and it will throw your chassis into the 4X Multiplier.
- 3 You should accumulate your 12 wrecks right as the main flow of traffic comes roaring down the oncoming lane. Use your Crashbreaker to toss yourself out into that mess for even more damage.



M A P



FAR EAST

EVENT #55: ROAD TO RUIN



\$85,000



\$225,000



\$600,000

CAR:
TRACK:

Custom Coupe
Golden City

CRASHBREAKER:
BRONZE UNLOCKS:

14 Wrecks
Event #56, 57

- 1 Grab the Auto Boost and speed alongside the trucks driving on your right side.
- 2 When you see the lone car in your (left) lane, drive into the back of it and steer your wrecked car into the right lane. If done correctly you'll end up near the Crashbreaker.
- 3 The hardest part is to chain your manual Crashbreaker to the Instant Crashbreaker. You'll need the double hop to get all the way back to the 4X Multiplier. It's difficult to get that distance but possible.



M A P



FAR EAST

EVENT #56: JUNGLE RUMBLE



\$80,000



\$350,000



\$600,000

CAR:
TRACK:

4WD Racer
Island Paradise

CRASHBREAKER:
BRONZE UNLOCKS:

15 Wrecks
Event #59

- 1 Skip the Auto Boost and grab whatever bonus tokens you can as you approach the intersection.
- 2 Smack into something near the right side of the intersection if possible. This should throw you up the hill, past most of the carnage.
- 3 When the wrecks reach 15, execute your Crashbreaker and point toward the Instant Crashbreaker. This is another event where you'll use the double-hop to work yourself over to the 4X Multiplier.



M A P



M A P



\$75,000

\$250,000

\$500,000

EVENT #57: REIKO-CHET

FAR EAST

CAR:
TRACK:Sports Type 1
DocksideCRASHBREAKER:
BRONZE UNLOCKS:15 Wrecks
Event #58

- 1 Accelerate down the hill and grab the Auto Boost on the way to the ramp.
- 2 Hit the ramp off the right side and smack into the phone booth. This should ricochet your chassis toward the 4X Multiplier and Instant Crashbreaker pick-ups. If you're having trouble getting the angle adjusted correctly, just keep using variants on how you leave the ramp until you get it right.

M A P



\$85,000

\$250,000

\$350,000

EVENT #58: AIRSTRIKE

FAR EAST

CAR:
TRACK:Tuned Sports
Island ParadiseCRASHBREAKER:
BRONZE UNLOCKS:15 Wrecks
Event #60

- 1 Approach the ramp at full speed, but avoid the Auto Boost pick-up.
- 2 Launch off the right side, almost so it looks like you'll be going away from traffic. If done correctly, you'll actually land near the left side of the buses at the bottom of the hill.
- 3 Execute your Crashbreaker and jump the Heartbreaker, leading you toward the 4X Multiplier as shown in the pic.

M A P



\$75,000

\$400,000

\$800,000

EVENT #59: TRASH SMASH

FAR EAST

CAR:
TRACK:Trash Truck
Golden CityCRASHBREAKER:
BRONZE UNLOCKS:14 Wrecks
Event #60

- 1 The Trash Truck makes this one rather easy. Just line up with the Auto Boost and hit the ramp, launching you into the right lane.
- 2 When you land, you'll smack into whatever cars are nearby and probably flip on your end. When you chalk up 14 wrecks, execute your Crashbreaker, and toss your flaming chassis near the 4X Multiplier. The sheer size of the Trash Truck makes pick-ups VERY easy to get.

M A P



\$65,000

\$290,000

\$500,000

EVENT #60: WHIRLWIND

FAR EAST

CAR:
TRACK:SUV Deluxe
DocksideCRASHBREAKER:
BRONZE UNLOCKS:14 Wrecks
Event #61

- 1 Ignore the Auto Boost pick up and head straight for the crowd ahead.
- 2 When you get to the circle, slam into the fuel truck, and the explosion should send you against the side wall near the 4X Multiplier.
- 3 Getting the 14th wreck can take a while, so make sure you know exactly where the 4X Multiplier is when you execute your Crashbreaker.

USA

EVENT #61: OUT OF CONTROL



\$75,000



\$270,000



\$400,000

CAR:
TRACK:

Modified Coupe
Silver Lake

CRASHBREAKER:
BRONZE UNLOCKS:

12 Wrecks
Event #62, 63

- 1 Grab the Auto Boost and then immediately hug the left guard rail while you build up speed.
- 2 When you see the ramp, cut across to the right side of the street and launch off the right side of it. If you launch correctly, you'll grab the 4X Multiplier as you fly across the valley.
- 3 If you used the correct speed and angle, you'll land right in the middle of the street and wreak havoc with traffic. Earning more than \$400k with this method is guaranteed.



M A P



USA

EVENT #62: BUS BLOCKADE



\$85,000



\$250,000



\$600,000

CAR:
TRACK:

Modified Muscle
Downtown

CRASHBREAKER:
BRONZE UNLOCKS:

14 Wrecks
Event #65

- 1 Switch to the left lane right out of the box, then line yourself up between the two parked cars, so you can make it through the bus blockade.
- 2 When you hit the ramp, veer left, and you'll clip the top of one of the crossing buses but still have enough momentum to fly into the next lane.
- 3 Execute your Crashbreaker and grab the 4X Multiplier to be well over \$600k.



M A P



USA

EVENT #63: FALLING DOWN



\$85,000



\$215,000



\$400,000

CAR:
TRACK:

Compact Prototype
Waterfront

CRASHBREAKER:
BRONZE UNLOCKS:

10 Wrecks
Event #64

- 1 Skip the Auto Boost and head straight for the left ramp. It's tilted at a severe degree, so there's no way to keep yourself from spinning.
- 2 You'll land under the bridge (in traffic), so you'll get knocked around quite a bit before stopping near the 4X Multiplier.
- 3 Use the Crashbreaker to give you that bit of extra distance as required.



M A P



USA

EVENT #64: FEAR FACTOR



\$80,000



\$220,000



\$400,000

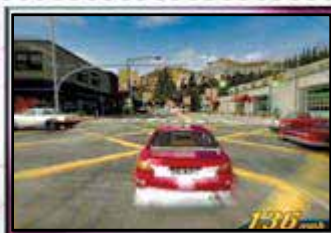
CAR:
TRACK:

Custom Coupe
Silver Lake

CRASHBREAKER:
BRONZE UNLOCKS:

12 Wrecks
Event #66

- 1 Getting through the first and second intersections isn't an easy task. Use your judgement and don't be afraid to slow down a little if you see a hole you can make it through.
- 2 When you approach the ramp, you'll want to launch off the left side and into the cross traffic. If done correctly, you'll be in "Crashbreaker range" of the 4X Multiplier.



M A P



M A P



\$75,000

\$470,000

\$850,000

EVENT #65: T-BONED

USA

CAR:
TRACK:Assassin Muscle
WaterfrontCRASHBREAKER:
BRONZE UNLOCKS:14 Wrecks
Event #66

- 1 Stay toward the outside guard rail and accelerate toward the intersection.
- 2 Swerve around the outside, and drive straight into the Instant Crashbreaker. The explosion should toss you into oncoming traffic, where you'll get knocked back toward the 4X Multiplier.
- 3 Use your manual Crashbreaker (after 14 wrecks) to land on the multiplier.

M A P



\$90,000

\$400,000

\$800,000

EVENT #66: SUNSHINE SMASH

USA

CAR:
TRACK:Muscle Type 3
WaterfrontCRASHBREAKER:
BRONZE UNLOCKS:14 Wrecks
Event #67

- 1 Round the first corner (you can swerve through the grated area if you like), then pick the left lane past the Heartbreaker.
- 2 If you line up perfectly straight with the 4X Multiplier, you should have enough force to smash through the tram and get the pick-up. Wherever you end up, make sure you're surrounded before you use your Crashbreaker (to maximize damage).

M A P



\$80,000

\$200,000

\$500,000

EVENT #67: SNOW PLOUGH

EUROPE

CAR:
TRACK:Modified Super
AlpineCRASHBREAKER:
BRONZE UNLOCKS:12 Wrecks
Event #68, 69

- 1 Slip past the car in your lane and set yourself up at the proper angle heading toward the ramp. Ignore the Auto Boost, as it will just make hitting the ramp that much harder.
- 2 When you launch, try to clip the lower inside guard rail so you'll flip over and grab the 4X Multiplier on the way down.
- 3 Execute your Crashbreaker when everything comes to a halt (or you see your timer coming to an end).

M A P



\$80,000

\$270,000

\$390,000

EVENT #68: CRASH LANDING

EUROPE

CAR:
TRACK:Assassin Coupe
Winter CityCRASHBREAKER:
BRONZE UNLOCKS:14 Wrecks
Event #70

- 1 Delay your launch out of the gate, or there's simply no way through the first intersection. Once past it, grab the Infinite Boost and steer left.
- 2 You can hit either ramp as long as you clip the 4X Multiplier on the way down. The one on the left makes your life a little easier, though.

EUROPE

EVENT #69: BREAK THE BANK

\$70,000 \$400,000 \$700,000

CAR:
TRACK:

Tuned Coupe
Riviera

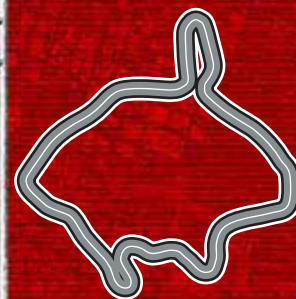
CRASHBREAKER:
BRONZE UNLOCKS:

15 Wrecks
Event #71

- 1 Grab the bonus token and head toward the Auto Boost in the outside lane.
- 2 When you get it, drive into the back of the cars in the right lane at full bore. Your momentum should carry you into the area with the 4X Multiplier, Crashbreaker and Heartbreaker. Execute your manual Crashbreaker as shown in the picture, and steer yourself toward the desired pick-up. (Note: Don't get stuck between the two tanker trucks, or you will be thrown into the Heartbreaker.)



M A P



EUROPE

EVENT #70: BALE OUT

\$70,000 \$250,000 \$600,000

CAR:
TRACK:

Custom Coupe
Vineyard

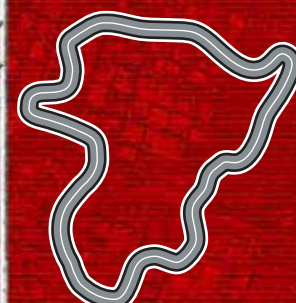
CRASHBREAKER:
BRONZE UNLOCKS:

14 Wrecks
Event #72

Although it seems simple, we found it easiest to just ignore all the pick-ups and drive straight at the 4X Multiplier. You'll be carrying a lot of speed by that point, so when you hit the wall, you should bounce back into traffic and cause more than enough damage. As usual, use your Crashbreaker to "toss the salad" as you see fit.



M A P



EUROPE

EVENT #71: GO FOR BROKE

\$80,000 \$250,000 \$400,000

CAR:
TRACK:

Coupe Type 3
Riviera

CRASHBREAKER:
BRONZE UNLOCKS:

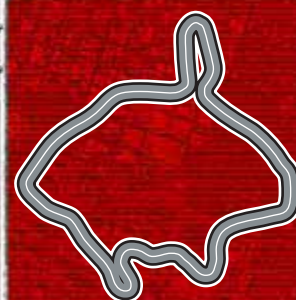
12 Wrecks
Event #73

Whatever you choose to do on this map, we ask that you do NOT hit the ramp at any cost. All it will do is cause frustration.

- 1 Accelerate around the outside of the ramp, taking your time to get past the circle and into traffic.
- 2 When you see the Instant Crashbreaker, slam into it (preferably at a slow speed), and it will toss you back toward the 4X Multiplier. Use your regular Crashbreaker to get the height needed for the multiplier, and you're set.



M A P



EUROPE

EVENT #72: MEDIEVAL MASH

\$75,000 \$300,000 \$600,000

CAR:
TRACK:

B-Team Van
Vineyard

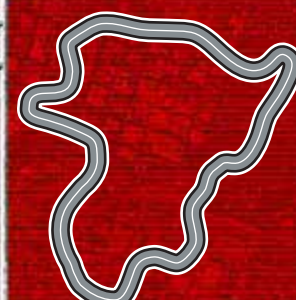
CRASHBREAKER:
BRONZE UNLOCKS:

15 Wrecks
Event #74

- 1 Accelerate down the main straight and ignore the Auto Boost.
- 2 Hit the ramp straight on, and you'll skim across the tops of the cars underneath. When you hit the Instant Crashbreaker, start pointing toward the 4X Multiplier. If you don't end up getting it in one smooth chain, just use your manual Crashbreaker as an extra piece of insurance to toss you on over toward it.



M A P



M A P



\$75,000

\$275,000

\$600,000

EVENT #73: RUN FOR THE BUS

EUROPE

CAR:
TRACK:City Bus
Winter CityCRASHBREAKER:
BRONZE UNLOCKS:15 Wrecks
Event #74

1 Execute a Boost Start with the City Bus and head straight at the first batch of cars. Don't mess with the boost as it will only throw your angle off.

2 Since the City Bus is so ridiculously heavy (it has the highest weight rating possible), it will push the cars straight forward into the Instant Crashbreaker and then all the way back to the multipliers.

3 Getting the 4X Multiplier with Aftertouch shouldn't be hard. The length of the bus makes it easier than ever.

M A P



\$75,000

\$290,000

\$400,000

EVENT #74: CORKSCREWED

EUROPE

CAR:
TRACK:Sports Type 2
AlpineCRASHBREAKER:
BRONZE UNLOCKS:12 Wrecks
Event #75

1 Launch out of the box with as much speed as you can (obviously, a Boost Start), then carefully set up your approach to the ramp. You'll need to bounce off the tree to get the 4X Multiplier, which will be difficult.

2 After getting the multiplier and bouncing off the tree, try to land your car at the top of the hill. If you can do that, you'll rack up some extra damage from the cars driving nearby.

M A P



\$65,000

\$280,000

\$360,000

EVENT #75: LOOK BOTH WAYS

FAR EAST

CAR:
TRACK:Sports Type 2
DocksideCRASHBREAKER:
BRONZE UNLOCKS:12 Wrecks
Event #76, 77

1 Use a Boost Start and then accelerate down the right-hand lane.

2 As soon as you see the two trucks (as shown in the picture to the left), sneak in between them and initiate the crash.

3 The force from the massive pileup behind you should be enough to get you all the way down to the 4X Multiplier. If not, your Aftertouch will be.

M A P



\$75,000

\$200,000

\$400,000

EVENT #76: HEAVY HITTER

FAR EAST

CAR:
TRACK:Tractor Cab
Golden CityCRASHBREAKER:
BRONZE UNLOCKS:14 Wrecks
Event #79

This is one of the few levels where you do NOT need to go for the 4X Multiplier to make the requirement for gold.

1 Use a Boost Start to get the Tractor Cab rolling, then hit the Infinite Boost which throws you right into the Instant Crashbreaker.

2 As you fly through the air, point toward the second Instant Crashbreaker and detonate there as well.

3 By the time you land, you'll be able to execute your regular Crashbreaker to get a triple!

FAR EAST

EVENT #77: STEEL TSUNAMI



\$80,000



\$250,000



\$480,000

CAR:
TRACK:

Coupe DX
Island Paradise

CRASHBREAKER:
BRONZE UNLOCKS:

12 Wrecks
Event #78

1 Head down the right side of the street and line up for the second ramp. Don't worry about the Infinite Boost on the other side of the street — it's not required.

2 Launch off the ramp — pointed slightly to the right — and grab the 4X Multiplier. If done correctly, you'll descend right into the front of the buses and initiate a ridiculous pileup worth well more than \$500k with the multiplier.



M A P



FAR EAST

EVENT #78: BUCKLE UP



\$75,000



\$250,000



\$500,000

CAR:
TRACK:

Custom Sports
Dockside

CRASHBREAKER:
BRONZE UNLOCKS:

15 Wrecks
Event #80

1 Grab the Auto Boost but do NOT hit the ramp like you're trying to launch from it. Instead, touch it just slightly off the right side and you'll slide into the right lane.

2 Oncoming traffic should give you a really good whack, shoving you down the hill toward the 4X Multiplier.

3 When all is settled, execute your Crashbreaker and steer toward the concrete median splitting the two lanes. You'll glide to the pick-up with little trouble.



M A P



FAR EAST

EVENT #79: UPHILL STRUGGLE



\$70,000



\$250,000



\$600,000

CAR:
TRACK:

Custom Coupe Ultimate
Island Paradise

CRASHBREAKER:
BRONZE UNLOCKS:

14 Wrecks
Event #80

This is a very difficult event, mainly because it's really all about the angle at which you hit the main ramp. If you hit it at full throttle, and at the correct angle (ever so slightly left), you'll get the 4X Multiplier and land in the pile of cars down below with no trouble. Because you'll be in the air for what seems like forever, try to watch the flow of traffic below, so you know where to push yourself when you detonate your Crashbreaker.



M A P



FAR EAST

EVENT #80: EASTERN BLOCK



\$70,000



\$300,000



\$550,000

CAR:
TRACK:

Coupe DX
Golden City

CRASHBREAKER:
BRONZE UNLOCKS:

12 Wrecks
Event #81

1 Swerve around the Auto Boost and into the right lane as soon as possible. Continue forward until you see the Instant Crashbreaker.

2 When you pop, tilt your car into the left lane near the 4X Multiplier. The oncoming cars will push you toward it if you can get in front of them.

3 Use your manual Crashbreaker to grab the multiplier and go well beyond the \$550k requirement.



M A P



M A P



\$80,000 \$270,000 \$530,000 **EVENT #81: PICK UP THE PIECES** USA

CAR:
TRACK:

Heavy Pick-up
Silver Lake

CRASHBREAKER:
Bronze Unlocks:

15 Wrecks
Event #82, 83



- 1 Head straight for the Auto Boost and grab it on the way to the ramp.
- 2 Stay perfectly straight as you hit the ramp. You should launch right over the buses and into the 4X Multiplier.
- 3 You'll land somewhere near the second set of buses, so make sure to detonate that Crashbreaker before you skid too far.

M A P



\$90,000 \$400,000 \$600,000 **EVENT #82: GRID LOCKED** USA

CAR:
TRACK:

Longnose Cab
Silver Lake

CRASHBREAKER:
Bronze Unlocks:

12 Wrecks
Event #84



- 1 Execute a Boost Start and line your truck up between the two rows of cars leading toward the intersection.
- 2 Right after you grab the Gold Coin you'll smack into cross traffic and initiate the crash.
- 3 When the dust settles, use your Crashbreaker to toss the fat ol' truck beyond the intersection and over to the 4X Multiplier.

M A P



\$90,000 \$200,000 \$500,000 **EVENT #83: AIR RAGE** USA

CAR:
TRACK:

Super Type 3
Downtown

CRASHBREAKER:
Bronze Unlocks:

12 Wrecks
Event #85



- 1 Switch over to the right lane almost immediately and line yourself up for the Auto Boost.
- 2 Attack the ramp as close to "dead center" as you can. You're travelling pretty fast, so this is easier said than done.
- 3 If you have the speed and you're perfectly straight, you'll clear the first intersection and nab the 4X Multiplier on the way to the second batch of cars. Wherever you end up is fine, as long as you grab that multiplier and detonate your Crashbreaker.

M A P



\$80,000 \$250,000 \$500,000 **EVENT #84: HIT AND RUN** USA

CAR:
TRACK:

US Circuit Racer
Downtown

CRASHBREAKER:
Bronze Unlocks:

15 Wrecks
Event #86



- 1 Ignore the first intersection and then get back into the left lane.
- 2 Line yourself up for the ramp and hit it with a slight left tilt. You should grab the 4X Multiplier as you skid through the second intersection. Of course, you'll initiate a crash and begin your wreck tally as well.

USA

EVENT #85: LOOK THEN LEAP



\$80,000



\$200,000



\$400,000

CAR:
TRACK:

Tuned Super
Waterfront

CRASHBREAKER:
BRONZE UNLOCKS:

15 Wrecks
Event #86

1 Head toward the ramp — ignoring the Auto Boost — and launch toward the 4X Multiplier.

2 You'll need to clip the very edge of the bridge if you wanna grab it on the way down, so it's important not to have too much speed coming off the ramp. It's better to attack it without a Boost Start (in this case).

3 When you land, you'll automatically be lined up for a good smasher basher. The \$500k goal is no problem here.



M A P



USA

EVENT #86: TRAM-PULLED



\$95,000



\$400,000



\$700,000

CAR:
TRACK:

Muscle Prototype
Waterfront

CRASHBREAKER:
BRONZE UNLOCKS:

15 Wrecks
Event #87

1 Take the first corner tight and grab the Auto Boost before you hit the ramp.

2 If you hit the ramp straight on, you'll launch over the buses and land near the Instant Crashbreaker.

3 Execute your manual Crashbreaker and skip over to the 4X Multiplier to meet the \$700k requirement.

(Note: If you're a little short, try the same technique, but try to clip the buses as you leave the ramp.)



M A P



EUROPE

EVENT #87: ON RAMPAGE



\$90,000



\$400,000



\$800,000

CAR:
TRACK:

4WD Heavy Duty
Winter City

CRASHBREAKER:
BRONZE UNLOCKS:

14 Wrecks
Event #88, 89

1 Avoid the Auto Boost and round the first curve under full throttle.

2 Drive straight into the Instant Crashbreaker, and throw yourself across traffic and into the 4X Multiplier. As long as you get one of the longer trucks to go sideways, you'll rack up some serious cash and literally block all four lanes of the highway. It's easy to rack up more than \$1.5 million here.



M A P



EUROPE

EVENT #88: JUMP THE TOLL



\$90,000



\$290,000



\$800,000

CAR:
TRACK:

Super Type 2
Alpine

CRASHBREAKER:
BRONZE UNLOCKS:

14 Wrecks
Event #90

1 You'll definitely need the Auto Boost to get over the toll booth, so take extra time when lining yourself up for the ramp before you grab it.

2 Launch straight for the 4X Multiplier, and you should have just enough momentum to grab it and tumble over the opposite end of the booth. If you're lucky, you'll smack into the Instant Crashbreaker.



M A P



M A P



\$85,000 \$270,000 \$520,000 **EVENT #89: JUMPING JAM** EUROPE

CAR:
TRACK:

Custom Coupe
Riviera

CRASHBREAKER:
BRONZE UNLOCKS:

15 Wrecks
Event #91



1 Line yourself up for the ramp without using the Auto Boost. You're aiming for an almost perfectly straight jump off the middle of the ramp.

2 When you land in the midst of traffic, try to put yourself near the Instant Crashbreaker.

3 Use Aftertouch to throw your flaming chassis over to the 4X Multiplier and the gold is yours.

M A P



\$95,000 \$265,000 \$400,000 **EVENT #90: CRASH AU VAN** EUROPE

CAR:
TRACK:

Dominator Muscle
Vineyard

CRASHBREAKER:
BRONZE UNLOCKS:

10 Wrecks
Event #92



1 The Auto Boost will bring you up to the speed required to carry momentum all the way to the 4X Multiplier. Make sure you get it.

2 Avoid the first wave of traffic on the right, but make sure you don't snag the Heartbreaker by accident. When you hit the Instant Crashbreaker just let your chassis slide to the 4X Multiplier.

M A P



\$85,000 \$350,000 \$800,000 **EVENT #91: COOL FOR CRASH** EUROPE

CAR:
TRACK:

Classic Hotrod
Winter City

CRASHBREAKER:
BRONZE UNLOCKS:

15 Wrecks
Event #93



1 Do NOT grab the Auto Boost or you'll end up in the wall before the first turn. Even if you do make it out (by applying the brake), it's very difficult to control.

2 Grab whatever bonus tokens you can get (through the main path) and slam into the side of the truck near the 4X Multiplier. Anything after this point is gravy, so as always, make sure your Crashbreaker doesn't go unused.

M A P



\$85,000 \$300,000 \$600,000 **EVENT #92: SHIP WRECKED** EUROPE

CAR:
TRACK:

Dominator Coupe
Riviera

CRASHBREAKER:
BRONZE UNLOCKS:

15 Wrecks
Event #94



1 We found it easiest to avoid the Auto Boost, and instead, speed along the middle lane until you reach the Instant Crashbreaker.

2 When you hit it, you'll be thrown toward the 4X multiplier and create quite the crash all in one blow. (Note: If you can tip over the two trucks with payloads near the end of the line, you'll add considerable crash damage to your total. They're worth quite a bit.)

EUROPE

EVENT #93: GATE CRASHER



\$100,000



\$400,000



\$800,000

MAP

CAR:
TRACK:

Dominator Coupe
Vineyard

CRASHBREAKER:
BRONZE UNLOCKS:

15 Wrecks
Event #94

This is another one of the few events where a 2X Multiplier will be more than enough to get you the gold. Just hit the ramp at full throttle, and launch straight at the multiplier. When you land, you'll smash into traffic and cause a massive pileup. Use your Crashbreaker to toss your chassis back into the pile for even more damage.



EUROPE

EVENT #94: HIGHWAY TO HELL



\$80,000



\$275,000



\$700,000

MAP

CAR:
TRACK:

Sports Type 3
Alpine

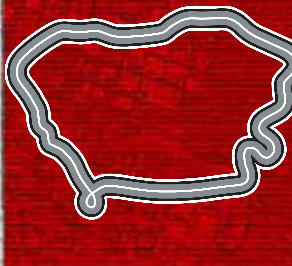
CRASHBREAKER:
BRONZE UNLOCKS:

12 Wrecks
Event #95

1 We found it easiest to switch into the left lane right out of the box, then swerve in between traffic and head straight for the 4X Multiplier.

2 When you grab the multiplier, try to scrape against a few cars and toss yourself into the right lane. You should hit your Crashbreaker quota quickly if you do this.

3 Execute your Crashbreaker in the midst of as many cars as you can. This will help you get more than \$700k total.



FAR EAST

EVENT #95: CRASH FU



\$80,000



\$300,000



\$600,000

MAP

CAR:
TRACK:

Dominator Coupe
Golden City

CRASHBREAKER:
BRONZE UNLOCKS:

15 Wrecks
Event #96, 97

1 Grab the Auto Boost and round the corner with a drift.

2 If you drift just right, you'll collide with the right side of the tanker and pick up the 4X Multiplier in one swoop.

3 As you get thrown around from all the traffic, execute your Crashbreaker and point toward the Instant Crashbreaker. If you can hit it, you'll add an extra \$100-200k to your total, because of all the extra damage.



FAR EAST

EVENT #96: THE CRATE ESCAPE



\$85,000



\$390,000



\$800,000

MAP

CAR:
TRACK:

Oval Racer Special
Dockside

CRASHBREAKER:
BRONZE UNLOCKS:

15 Wrecks
Event #98

1 Skip the Auto Boost and round the corner as wide as you can, setting yourself up for a perfectly straight launch off the ramp.

2 If you hit the ramp at full speed (without boost), you'll grab the 4X Multiplier and hit the Instant Crashbreaker. You'll probably have too much forward momentum to get yourself into a position to use your manual Crashbreaker, so just detonate it as soon as you meet your quota.



M A P



\$90,000

\$225,000

\$500,000

EVENT #97: TOURIST TRAP

FAR EAST

CAR:
TRACK:Dominator Coupe
Island Paradise**CRASHBREAKER:**
BRONZE UNLOCKS:12 Wrecks
Event #99

- 1 Ignore both ramps and stay in the middle of the street, toward the 4X Multiplier.
- 2 Grab the Auto Boost about halfway through and try not to clip anything before you're in distance of the multiplier.
- 3 Use your Crashbreaker to throw yourself back toward the Instant Crashbreaker, and you'll rack up some serious damage.

M A P



\$90,000

\$300,000

\$600,000

EVENT #98: PURE SCORES

FAR EAST

CAR:
TRACK:Custom Type 1
Island Paradise**CRASHBREAKER:**
BRONZE UNLOCKS:12 Wrecks
Event #100

- 1 Ignore the Auto Boost and stay toward the right side of the street, heading toward the 2X Multiplier.
- 2 When you come over the top of the hill, steer left and into oncoming traffic. You should get thrown into the wall and get your Crashbreaker filled up quickly.
- 3 Hop to the Instant Crashbreaker and it will toss you over to the 4X Multiplier. You should be more than \$1 million with this method.

M A P



\$90,000

\$250,000

\$450,000

EVENT #99: LOST LUGGAGE

FAR EAST

CAR:
TRACK:Custom Prototype
Island Paradise**CRASHBREAKER:**
BRONZE UNLOCKS:12 Wrecks
Event #100

- 1 Grab the Auto Boost and launch off either of the two ramps toward the street.
- 2 If you get thrown beyond the fence from hitting the truck too hard, that's fine. Just use your Crashbreaker to toss your chassis back over to the street near the 4X Multiplier and you're set.

M A P



\$95,000

\$300,000

\$700,000

EVENT #100: CRASHED OUT

FAR EAST

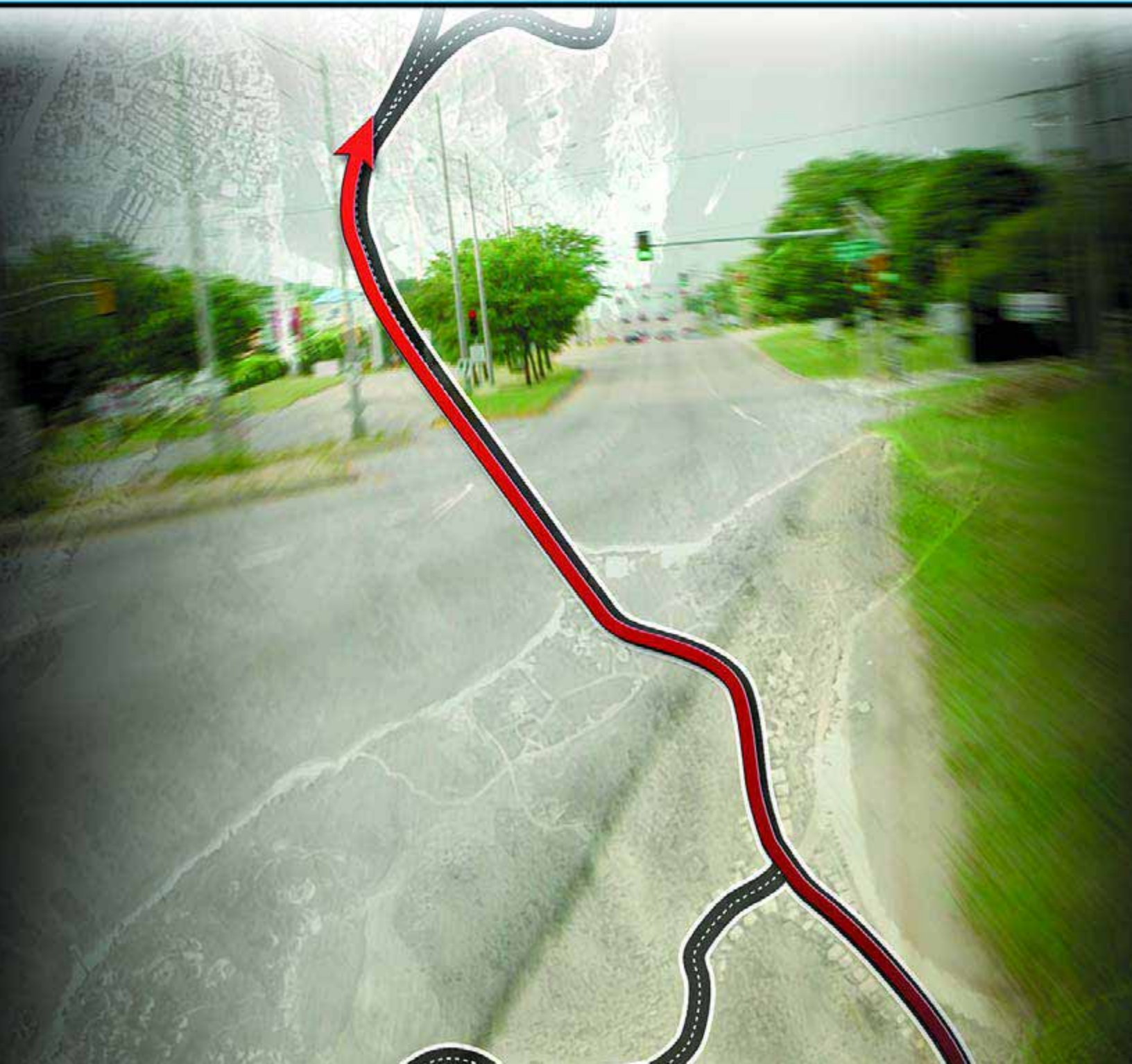
CAR:
TRACK:Dominator Sports
Dockside**CRASHBREAKER:**
BRONZE UNLOCKS:15 Wrecks
N/A

- 1 Line yourself up for the left ramp, aiming a little more to the left than it looks like you should from that vantage point. When you do this event a few times, you'll see why.
- 2 Once you get the angle down correctly, the goal is to slam into the Instant Crashbreaker, which will toss you ever further down the street toward the 4X Multiplier.
- 3 If you end up near the multiplier, but don't land quite on it, well that's what you're saving your regular Crashbreaker for, right?



TRACK

APPENDIX



USA

SILVER LAKE

TRACK APPENDIX



This sequence of turns is a great place to earn Drift BPs. Remember that using boost and tapping the brake while turning gets the drift started.



Don't be afraid to take the inside line on this turn. The cones, markers and pylons don't slow you down enough to make you change course.



The tunnel is a good place to build up Oncoming BPs. There's very little traffic, and there are very few blind spots to deal with.

TRACK STATS

Average Lap Time:	1:35	Challenge:	★★
Number of Turns:	18	Traffic Rating:	★★★



On this turn it's wise to initiate your drift early. If you don't, you'll be eating the guard rail like in the picture above.



This is a great turn for Wall Takedowns. Just keep your opponents to the outside and smash them into the glowing arrow markers.



If you carry speed through the back half of the course — and especially this turn — you'll make up considerable time.

USA

WATERFRONT

TRACK APPENDIX



This is the busiest part of the track as far as traffic goes. Don't overlook the small parkway in the center of the street, if you're looking to stay clear.



This is a great section of the track to get a solid drift working for you. Drifting consistently by controlling your brakes *will* make you faster.



This intersection is dangerous. Make sure you do not veer into the left lane, or you'll get clipped like the above picture!

TRACKSTATS

Average Lap Time:	1:45	Challenge:	☆☆☆
Number of Turns:	15	Traffic Rating:	☆☆☆



Remember that you can grind against traffic at high speeds without crashing — just don't hit them straight on.



Following the winding straight, this turn sets you up for the last and slowest leg of this course. Save your boost for the upcoming straight.



The sharpest hairpin on the map, Turn 15 is a great spot for Wall Takedowns, if you can plant your nose into an opponent's side.

USA

DOWNTOWN

TRACK APPENDIX



1



TAILGATING 5



The beginning of this track — including the lead in to Turn 1 — is a great spot to build up BPs by either Tailgating or Shunting other cars.

2



The inside line to this S-curve shaves a solid half- to full-second from your lap time. As you drift, just make sure to avoid the center barrier.

3



This intersection has an insane amount of cross-traffic. You can either pick a line and be extra cautious, or keep an opponent to your left to absorb cars.

TRACK STATS

Average Lap Time:	1:25	Challenge:	★★★★
Number of Turns:	8	Traffic Rating:	★★★★



The construction signs and warning cones will not slow you down, nor will they affect your car in any way. Just blaze through them at full throttle.



One of the few easily “driftable” turns on the Downtown course, this one is fairly wide (about 120 degrees), so you can get through with fluidity.



We found it easiest to induce a spin or bounce off the wall with full boost here. Don’t hit it straight on, or you’ll end up wrecked.

KINGS OF THE ROAD

TRACK APPENDIX



This is a key point on the track where you'll need to pick a lane. If you do sway into oncoming traffic here, try to hug the inside wall.

TRACKSTATS

Average Lap Time:	2:50	Challenge:	☆☆☆
Number of Turns:	22	Traffic Rating:	☆☆☆



This set of super sharp twisties is the slowest and most dangerous part of the course. Try to keep opponents to the outside, just to be safe.



This is perhaps the best corner on the entire map for drifting. If you're still with your opponents, use boost to shunt them into the outside wall.



This last corner is a killer, if you attack it from the wrong angle, as shown above. Try to straighten the curve by apexing earlier than normal.

USA

LAKESIDE GETAWAY

TRACK APPENDIX



If you've got a full Boost Bar, this is a great turn to earn some serious drift BPs. To shave time, hug the outside guard rail to avoid traffic.



This hairpin is great for Wall Takedowns. Remember to use boost as a sort of "super nudge" when trying to slam opponents into walls.



This is another excellent spot to make up serious time by drifting the entire sequence of turns. Remember to control your boost as you drift.

TRACK STATS

Average Lap Time:	3:00	Challenge:	★★★★★
Number of Turns:	39	Traffic Rating:	★★★★



If you ever catch opponents trying to line you up as in the picture above, **don't** let them do it! Be aggressive by playing offense before they slam you.



The guard rail that starts toward the beginning of this sequence is great for Takedowns. Boost Shunts work very well here.



This last 180-degree turn before the finish line is a real kicker. Run the inside line and initiate your drift a little earlier than normal.

USA

MOUNTAIN PARKWAY

TRACK APPENDIX



This lengthy straight through town is one of the only sequences on the track where you can execute full boost for the entire stretch.



This is the last set of curves before the 180-degree right-hander that runs to the downtown area. It's a great place to rack up Boost Shunts.



It's best to veer all the way to the guard rail rather than kiss the grill of oncoming traffic. Just don't hit the wall too hard, or you'll wreck.

TRACK STATS

Average Lap Time:	2:50	Challenge:	★★★★
Number of Turns:	24	Traffic Rating:	★★★★



If you're entering traffic through this sequence, it's best to lay back until you're through all the tightly packed 90-degree turns.



This little set of S-curves is only tough if you're banging fenders with more than one opponent. Try to stay inside and straighten out the turn.



On your way to the finish, make sure you do not take the line as shown in the picture above, or you'll slam into the concrete barrier.

EUROPE

WINTER CITY



This is the absolute best spot on the track to slam opponents into the outside wall. The turn is 270 degrees, so be ready for quite a drift!



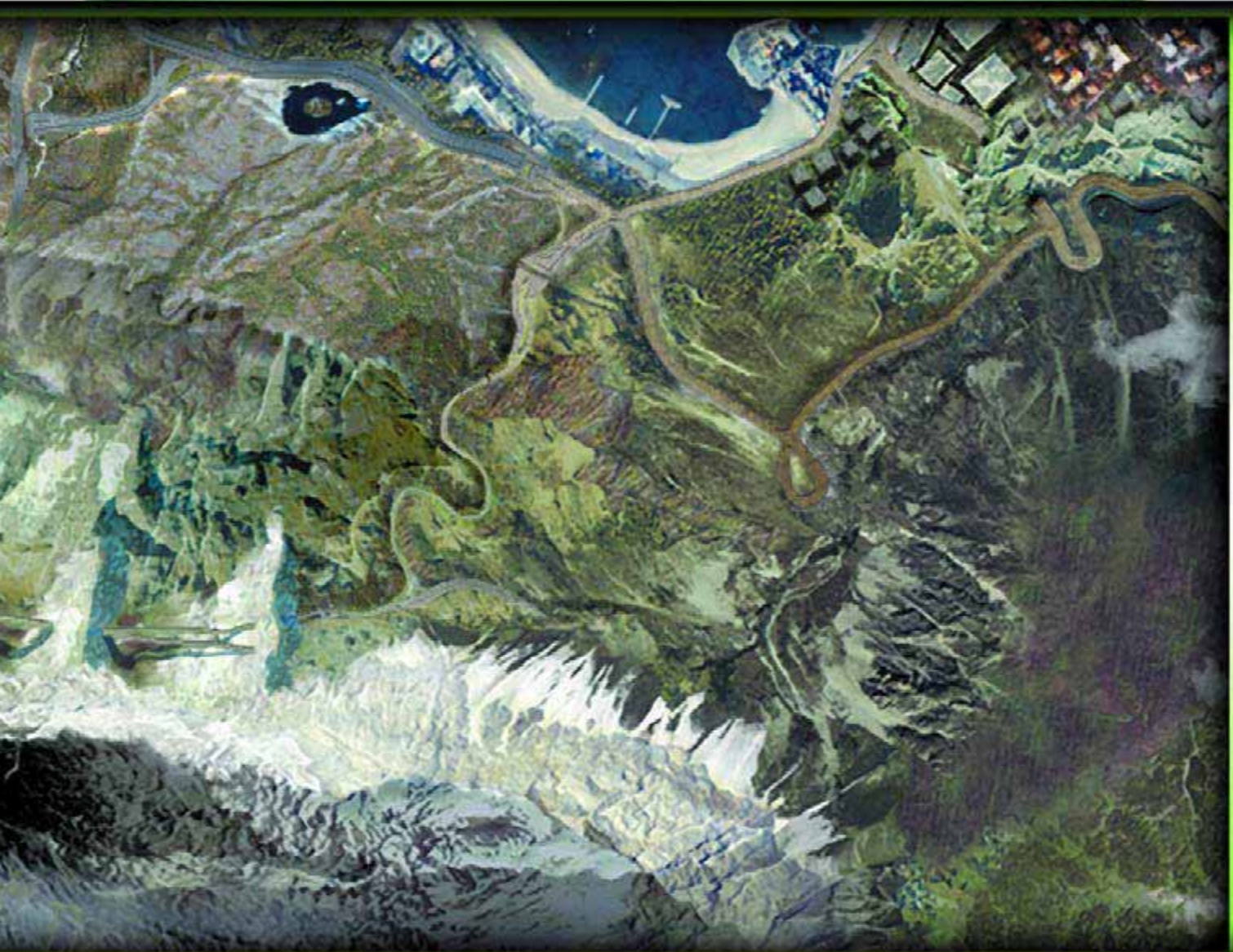
This gradual curve isn't tough to navigate until all the buses and trucks clog up the oncoming lanes. This is the heaviest traffic on the course.



If you're in a car with less than perfect handling, drifting can be a problem. Remember to use boost to get you out of trouble if you need it.

TRACK STATS

Average Lap Time:	1:00	Challenge:	☆☆☆
Number of Turns:	11	Traffic Rating:	☆☆☆



4



Take this tunnel at medium speed, and then lean into the hard right. Boosting here usually leads to a crash in to the buildings ahead.

5



The beginning of this turn is easy to drift, but its length makes it difficult to hold. Keep that rearview toggle handy.

6



This winding backstretch is a great place to bang doors with your opponents. Get some boost built up for the next sequence.

EUROPE

ALPINE



This kink is in the middle of one of the fastest places on the map, so be ready for stiff AI competition, if they're nearby.



Most of the better handling cars should have no problem boosting through this turn with ease.



The entrance speed combined with the bump before this turn make for an awkward off-axis jump with your car. Take the inside line without boost.

TRACK STATS

Average Lap Time:	2:05	Challenge:	☆☆☆☆
Number of Turns:	17	Traffic Rating:	☆☆



This little 270-degree turn is a great place to bang up other cars and accumulate tons of boost early in the event.



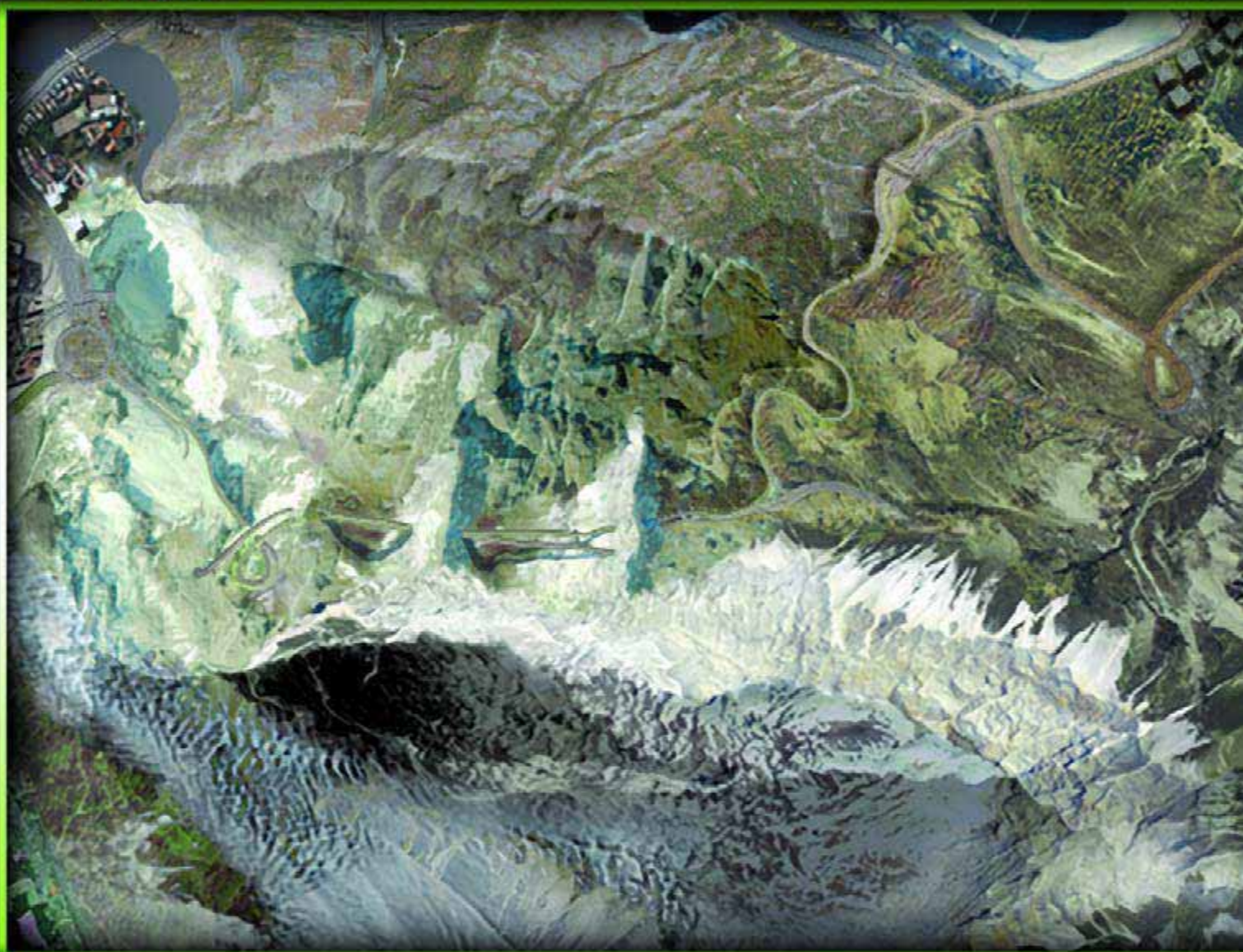
Watch out for the many splits in the road — the concrete barriers will stop you in your tracks. To avoid them, pick a lane and stick with it.



Anytime you're in tunnels — especially this one — it's a good idea to hug one of the two walls to prevent being knocked or squeezed by opponents.

EUROPE

VINEYARD



This final turn is a little tough, if the race is close, because it gets pretty narrow during this squeeze. Stay toward the inside lane.



These center barriers make great points to squeeze AI cars off the road. Just make sure that you leave enough room for yourself to escape.



This small curve is perfect for full boost slams and shunts. Stay frosty and watch for opponents, if it's your first lap or if it's a close race.

TRACK STATS

Average Lap Time:	1:20	Challenge:	★★★★
Number of Turns:	16	Traffic Rating:	★★★★



With faster cars, this turn is perfect for drifting. Start the turn toward the inside, and you'll drift outward as it progresses.



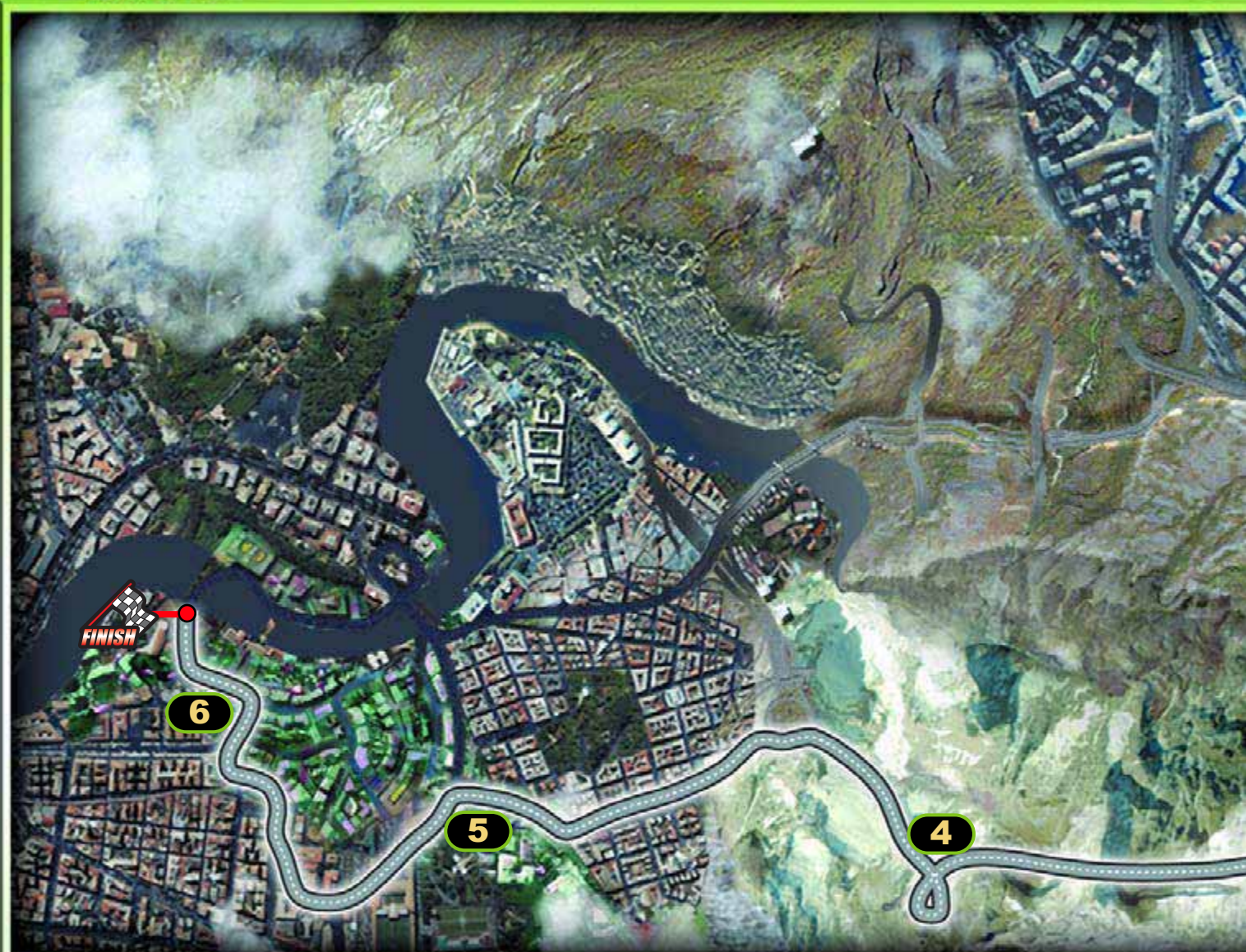
This is another tough turn that's made easier if you squeeze an opponent or two against the wall to get some extra boost.



The corners of these last few turns are peppered with dirt and offer less than perfect traction. Stay on the main road through this section.

EUROPE

ALPINE EXPRESSWAY



This first part of the course has a few solid twists, but this turn is one of the better ones for scoring solid Takedowns.



Don't be afraid to slam into chairs, tables or umbrellas, if they're in your way. They don't affect your course, speed or lap times.



The freeway splits into two lanes, so make sure to avoid the center barriers, then pick your side and go with it.

TRACK STATS

Average Lap Time:	2:45	Challenge:	★★★★★
Number of Turns:	20	Traffic Rating:	★★★★★



This 270-degree turn is wickedly sharp and right after a long straight. Slow it down a little, or you'll wreck on the guard rail.



You really have to watch out for trams in this area of the track. If you take a turn too sharp, you'll lose five seconds from wrecking into one.



This last part of the track is fast, but fairly narrow, with chairs and benches scattered throughout the sidewalks. Slam into anything in your way!

EUROPE

FROZEN PEAK



Like many of the tracks in Europe, trams work as great platforms to slam or shunt opponents into.



On such a long course, it's good practice to rack up boost early by banging around in traffic.



After the 270-degree drift, execute a full boost coming out of this turn, and you'll get some decent air. Make sure you don't clip the outside wall.

TRACK STATS

Average Lap Time:	3:00	Challenge:	★★★★★
Number of Turns:	23	Traffic Rating:	★★★★★



This gradual right-hand turn is at the end of the fastest part of the course. Hug the inside wall, and save your boost.



If you're in a car with poor handling, don't boost through this set of S-curves, or you'll end up spinning out or wrecking against the wall.



For Road Rage Events, this 270-degree turn is a real kicker. Plastering opponents against the outside wall is quite easy here.

EUROPE

CONTINENTAL RUN



The first half of this track is so fast and so straight, that it's tough to really slam anyone around until you get to the next area.



This is a really good turn to knock people around for easy Takedowns. You'll wanna head out of this turn with full boost for the straight ahead.



With the faster cars, this turn might cause a problem when boosting. Don't be afraid to actually take the correct racing line once in a while.

TRACK STATS

Average Lap Time:	2:35	Challenge:	★★★★★
Number of Turns:	22	Traffic Rating:	★★★★★



This tunnel houses a turn sharper than it looks, and too much scraping or grinding can slow you down. Start your drift early!



If opponents try to nudge you from the rear, don't be afraid to boost away or nudge them back. A good offense is the best defense!



Don't worry about slamming into the tables or chairs off to the side of turn 22, if you need a wide angle while drifting.

EUROPE

RIVIERA

**1**

Try to muscle your way toward the inside line, avoiding oncoming traffic until you're well out of the turn.

2

Bumping with opponents is fine as long as you're under control, and you don't let the pylons or sidewalk furniture distract you.

3

Do not get caught on the outside of this turn, as shown above, or you'll get stopped in your tracks by a little concrete wall.

TRACK STATS

Average Lap Time:	1:20	Challenge:	★★★★
Number of Turns:	13	Traffic Rating:	★★★★



If you wait this long to initiate your drift, it's probably too late. In general, it's best to start turning against the inside wall before the turn even starts.



Yet another key spot to earn great boost bonuses through some solid drift action. There aren't many spots on this track, so take advantage.



These signs line the outside edge of this tunnel, but don't worry about knocking into them. They might distract you, but they won't slow you.

EUROPE

COASTAL DREAM



1



Although the BP points aren't killer, sometimes it's best to lay back and trade blows instead of going for the Takedown.

2

5th



Watch out for opponents nudging their way through this sharp turn. It's one of the few good places to drift, so fight for your spot!

3



This is a great place to get underneath opponents and squeeze them off the course. We've racked up many a-Takedown on this turn.

TRACK STATS

Average Lap Time:	2:50	Challenge:	★★★★★★
Number of Turns:	26	Traffic Rating:	★★★★★★



Try to keep your car from going completely sideways during drifts by using the brake effectively. Try tapping as opposed to hammering it.



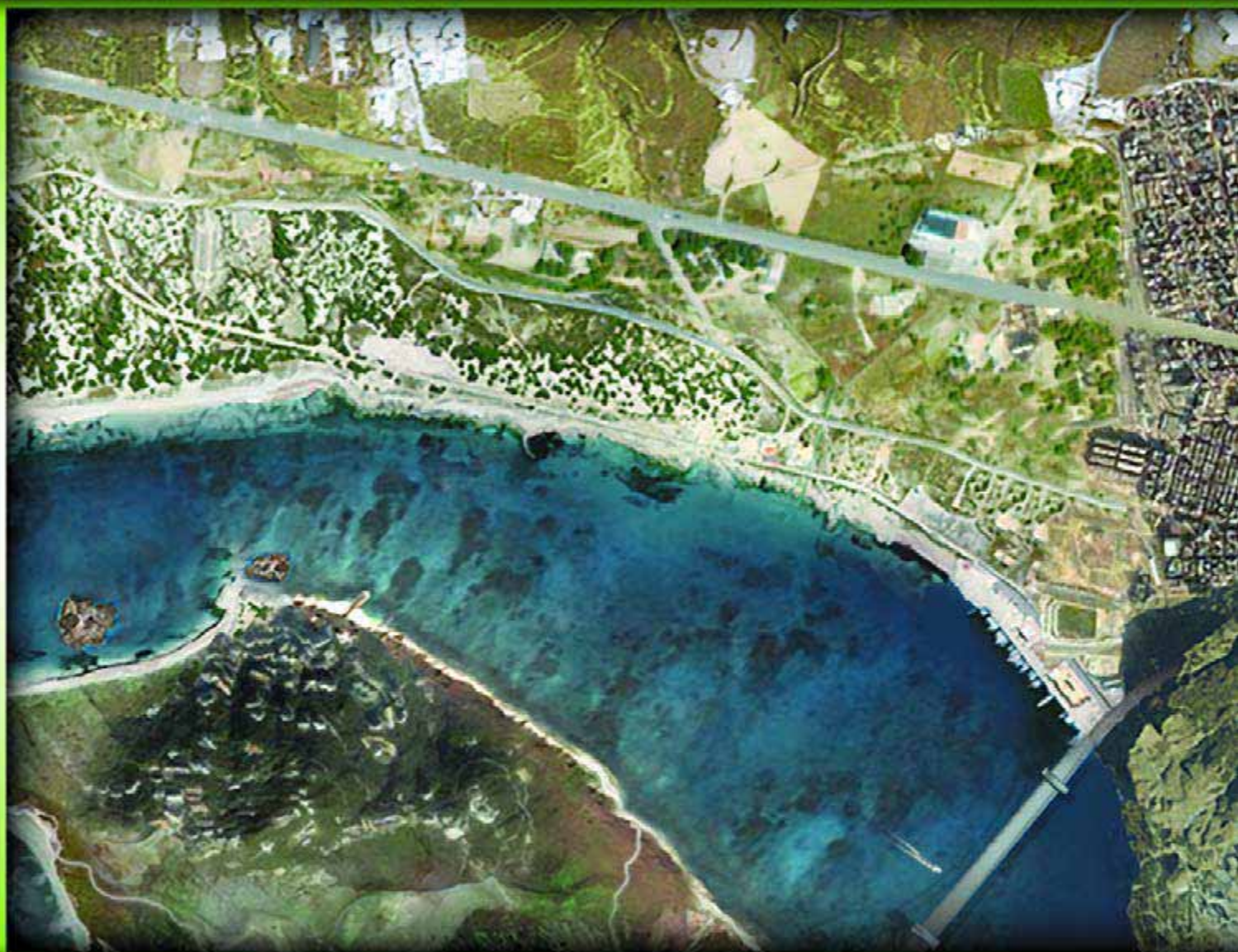
If crashing into some pylons will save you from eating the grill of an oncoming car or truck, by all means smack into them.



Remember that oncoming traffic flows on the right side of the street in Europe! Stay to your left, unless you're looking for oncoming boost points.

FAR EAST

GOLDEN CITY



1



Watch out for cross traffic — especially Tuk Tuks — in this part of town. Stay on the right side of the road to give you extra reaction time.

2



This 180-degree hairpin is a guaranteed crash if you enter with too much speed. Don't be afraid to actually slow down to save a crash.

3



This 90-degree turn is the final kink before a solid straight. Carry as much speed as possible by apexing to the best of your ability.

TRACK STATS

Average Lap Time: 1:30
Number of Turns: 13

Challenge: 
Traffic Rating: 



Bounce off the guard rail and boost your way to the start/finish line for best results here. Just don't hit too hard, or you'll wreck.



The main straight on Golden City is quite long, but it's absolutely covered with traffic, so make sure to use it to your advantage in earning Takedowns.



This tough right-hander is one of the AI cars' favorite spots to slam you into walls. As long as you only glance it sideways, you'll be okay.

FAR EAST

DOCKSIDE

TRACK APPENDIX



1



Don't worry about grinding the guard rails, if it saves you from being wrecked by an AI car. Give preference to the outside line on this turn.

2



Watch out for all the little nooks and crevasses sticking out in this part of the track. Veering into one of them will get you wrecked.

3



Yet another S-curve that requires a healthy brake/boost balance to keep you from wrecking. Don't be afraid to sway out into the oncoming lanes.

TRACKSTATS

Average Lap Time:	1:50	Challenge:	★★★★
Number of Turns:	18	Traffic Rating:	★★★



This insane turn is a place to either take down or be taken down. Aggression with a strong set of boost goes a long way here.



If you're being chased through this sequence, lure an AI car near the rear or side of a bus, and use boost or a solid slam to take it out.



This is the final turn before the start/finish line, and it's pretty gradual. Boost the rest of the main straight in the oncoming lane.

FAR EAST

ISLAND PARADISE

TRACK APPENDIX



This turn is very much car-bangin central. Because there's plenty of traffic in the way, this is a good place to smack opponents into them.



Don't be afraid to smack into these cones or drift into the hazard area before this sharp turn. Carrying speed through this turn is essential.



In the faster cars, this jump can cause real problems if you slant too far to the left. You're better off staying to the right.

TRACKSTATS

Average Lap Time:	1:10	Challenge:	★★★★
Number of Turns:	12	Traffic Rating:	★★★



This kink is a great spot to nudge the AI cars into the guard rail. The warning equipment won't slow you down, so don't worry about hitting it.



This is the fastest part of the track, so get on the gas and boost. It's pretty well covered with traffic here, so we like staying in the standard lanes.



A well-timed Boost Shunt might be all you need to take the lead on this last turn, before the straight to the start/finish line.

FAR EAST

TROPICAL DRIVE



This is the first tough turn on one of the longest and toughest courses in the game. Be ready for bundles of oncoming traffic.



Without a doubt, this straight is the best place in the game to break any and all "Oncoming" trophy requirements you still haven't completed.



The descent after this hill is fast and steep. Try to stay toward the right side of the hill, so you won't hit the wall when you get air.

TRACK STATS

Average Lap Time:	4:45	Challenge:	★★★★★★
Number of Turns:	29	Traffic Rating:	★★★★★★



TRACK APPENDIX



After running the quick detour through Island Paradise, get back on the freeway and open up with full boost for a solid 20 seconds or so.



Once you're back over land, the traffic picks up and stays that way until the end of the course. Watch out for buses in oncoming lanes!

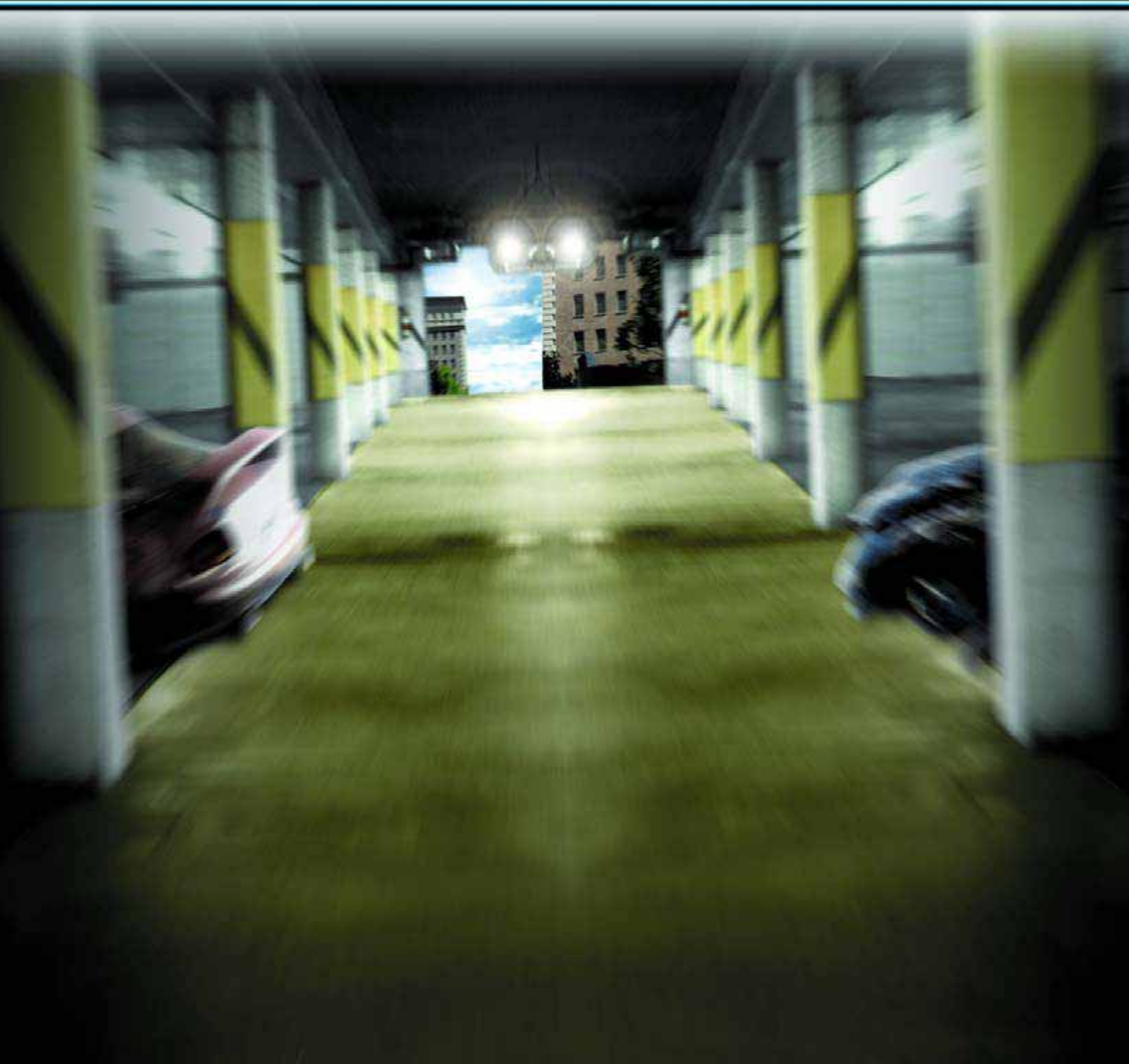


Try not to hit the wall with the arrow markers too hard, or you will wreck. We found it best to slide into this turn and glance off the wall if needed.



CAR

APPENDIX



CAR COMPARISON CHART & CHECKLIST

UNLOCKING THE CARS

The 67 cars in Burnout 3: Takedown are unlocked in a multitude of ways. Some are unlocked by your cumulative Burnout Point (BP) total, some are unlocked by your cumulative Crash Mode cash total, some are unlocked by earning gold medals on events, and some are unlocked by your cumulative Takedown total. That's one of the greatest joys of Burnout; it's as if no statistic, medal, trophy or pile of cash is for show. Almost everything is put toward a total or tally to help you unlock faster and more exotic cars.

UNDERSTANDING THE STATISTICS

In the following appendix you'll find two statistics listed next to each car.

• Top Speed

Top speed rates the overall speed and acceleration of the car. This also affects the intensity of the boost. The higher the number here, the faster the car can go, plain and simple. The highest rating is a 10, and the lowest is a 1.

• Weight

Weight is the car's overall Takedown level. The higher the rating, the easier it is to smack lighter cars off the road. It also works in reverse, where heavier cars are less prone to getting knocked around by lighter cars.

(Note: Along with the statistics, you'll find a column labeled "Unlock," which describes the exact method to earn the car in question.)



COMPLETE CAR LIST

1

COMPACT TYPE 1

The car isn't quick, but works well for for the first few events because the handling is more than adequate. Due to its low top speed, boosting stays controllable.

CAR STATISTICS

Top Speed: 
Weight: 

UNLOCK?

This car is available when you start a new game.



CONTINUED ON SUBSEQUENT PAGES....

✓ #	Name	Top Speed	Weight
<input type="checkbox"/> 1	Compact Type 1		
<input type="checkbox"/> 2	Compact Type 2		
<input type="checkbox"/> 3	Compact Type 3		
<input type="checkbox"/> 4	Tuned Compact		
<input type="checkbox"/> 5	Modified Compact		
<input type="checkbox"/> 6	Custom Compact		
<input type="checkbox"/> 7	Assassin Compact		
<input type="checkbox"/> 8	Compact Prototype		
<input type="checkbox"/> 9	Compact DX		
<input type="checkbox"/> 10	Dominator Compact		
<input type="checkbox"/> 11	Muscle Type 1		
<input type="checkbox"/> 12	Muscle Type 2		
<input type="checkbox"/> 13	Muscle Type 3		
<input type="checkbox"/> 14	Tuned Muscle		
<input type="checkbox"/> 15	Modified Muscle		
<input type="checkbox"/> 16	Custom Muscle		
<input type="checkbox"/> 17	Assassin Muscle		
<input type="checkbox"/> 18	Muscle Prototype		
<input type="checkbox"/> 19	Muscle DX		
<input type="checkbox"/> 20	Dominator Muscle		
<input type="checkbox"/> 21	Coupe Type 1		
<input type="checkbox"/> 22	Coupe Type 2		
<input type="checkbox"/> 23	Coupe Type 3		
<input type="checkbox"/> 24	Tuned Coupe		
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<input type="checkbox"/> 28	Coupe Prototype		
<input type="checkbox"/> 29	Coupe DX		
<input type="checkbox"/> 30	Dominator Coupe		
<input type="checkbox"/> 31	Sports Type 1		
<input type="checkbox"/> 32	Sports Type 2		
<input type="checkbox"/> 33	Sports Type 3		
<input type="checkbox"/> 34	Tuned Sports		
<input type="checkbox"/> 35	Modified Sports		
<input type="checkbox"/> 36	Custom Sports		
<input type="checkbox"/> 37	Assassin Sports		
<input type="checkbox"/> 38	Sports Prototype		
<input type="checkbox"/> 39	Sports DX		
<input type="checkbox"/> 40	Dominator Sports		
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<input type="checkbox"/> 42	Super Type 2		
<input type="checkbox"/> 43	Super Type 3		
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<input type="checkbox"/> 48	Super Prototype		
<input type="checkbox"/> 49	Super DX		
<input type="checkbox"/> 50	Dominator Super		
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<input type="checkbox"/> 54	Classic Hotrod		
<input type="checkbox"/> 55	US Circuit Racer		
<input type="checkbox"/> 56	World Circuit Racer		
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<input type="checkbox"/> 58	Heavy Pickup		
<input type="checkbox"/> 59	4WD Racer		
<input type="checkbox"/> 60	SUV Deluxe		
<input type="checkbox"/> 61	4WD Heavy Duty		
<input type="checkbox"/> 62	B-Team Van		
<input type="checkbox"/> 63	Delivery Truck		
<input type="checkbox"/> 64	Tractor Cab		
<input type="checkbox"/> 65	Longnose Cab		
<input type="checkbox"/> 66	City Bus		
<input type="checkbox"/> 67	Trash Truck		

2**COMPACT TYPE 2**

The Type 2 is similar to the Type 1, but the extra weight and handling make it a little more precise for those of you who like to drift through turns.

CAR STATISTICS

Top Speed: █
Weight: █ █

UNLOCK?

This car is available when you start a new game.

**3****COMPACT TYPE 3**

No doubt, this car has the look, but the performance is on par with only the first compact. It's as heavy as the Type 2 but with less handling capability.

CAR STATISTICS

Top Speed: █
Weight: █ █

UNLOCK?

This car is available when you start a new game.

**4****TUNED COMPACT**

This car seems faster than its statistics detail. It handles well, drives with stability and boosts with little trouble. A solid racer.

CAR STATISTICS

Top Speed: █
Weight: █ █

UNLOCK?

Earn a gold medal in Race Event #5.

**5****MODIFIED COMPACT**

A little tough to handle, the Modified Compact needs more grip if it wants to compete with the rest of the cars in this class. It's still a fun one to add to the collection.

CAR STATISTICS

Top Speed: █
Weight: █ █

UNLOCK?

Earn a gold medal in Race Event #6.

**6****CUSTOM COMPACT**

You'll need a *stack* of BPs to unlock this little car, but it's quite fun to drive. It handles and accelerates almost exactly like the Compact Type 1.

CAR STATISTICS

Top Speed: █
Weight: █

UNLOCK?

Accumulate 10,000 total Burnout Points.

**7****ASSASSIN COMPACT**

This car handles like an absolute dream, but like all other compacts, offers very little top speed. The extra weight works well for car combat (within its class).

CAR STATISTICS

Top Speed: █
Weight: █ █

UNLOCK?

Accumulate 15 total Takedowns.



8 COMPACT PROTOTYPE

The Prototype has extra weight over the standard compacts but its top speed and handling are about the same. It's a nice car nonetheless.

CAR STATISTICS

Top Speed: █
Weight: █

UNLOCK?

Earn a gold medal in Race Event #8a.



9 COMPACT DX

Almost the exact same car as the Prototype, but with a different body style that makes for a slightly different, less-responsive feel on the track.

CAR STATISTICS

Top Speed: █
Weight: █

UNLOCK?

Accumulate four total gold medals.



10 DOMINATOR COMPACT

The fastest of all the compacts, the Dominator is great for race events where you need a little extra top speed. Along with car #7, this is at the top of the compact class.

CAR STATISTICS

Top Speed: █
Weight: █

UNLOCK?

Earn a gold medal in Race Event #7.



11 MUSCLE TYPE 1

This car is faster than any compact, has better handling, and more weight to boot. With the extra speed comes body roll, so it won't corner like a compact.

CAR STATISTICS

Top Speed: █
Weight: █

UNLOCK?

Earn a bronze medal in Race Event #8.



12 MUSCLE TYPE 2

Because this car is so light, has good handling and an average top speed, it's an excellent drifter. This is one of our favorite all-around cars early in the game.

CAR STATISTICS

Top Speed: █
Weight: █

UNLOCK?

Earn a bronze medal in Race Event #8.



13 MUSCLE TYPE 3

The Type 3 has better handling than the Type 2, but for some reason, doesn't seem to drift as well. Overall, this is an average car.

CAR STATISTICS

Top Speed: █
Weight: █

UNLOCK?



Earn a bronze medal in Race Event #8.



14**TUNED MUSCLE**

There's nothing too special about this car besides its hot looks. It handles well and drives like the rest of the muscle cars with average stats.

CAR STATISTICS

Top Speed: 
Weight: 



UNLOCK?

Earn a gold medal in Race Event #14.

**15****MODIFIED MUSCLE**

This is a strong car within the muscle class, but it doesn't compete with even the Type 1 in handling or Takedown ability.

CAR STATISTICS

Top Speed: 
Weight: 



UNLOCK?

Earn a gold medal in Race Event #15.

**16****CUSTOM MUSCLE**

Finally, another muscle car with a little extra weight to throw around in Crash Mode and the like. Anything with a huge Mad Max-style blower gets our vote.

CAR STATISTICS

Top Speed: 
Weight: 



UNLOCK?

Accumulate 25,000 total Burnout Points.

**17****ASSASSIN MUSCLE**

The Assassin is a little lighter than some of the others in its class but it does handle well. You should unlock this car fairly quick.

CAR STATISTICS

Top Speed: 
Weight: 



UNLOCK?

Accumulate 30 total Takedowns.

**18****MUSCLE PROTOTYPE**

The handling on the Prototype is to die for — within its class, of course. If you're facing a tough short and twisty course, the Prototype is a great car to have.

CAR STATISTICS

Top Speed: 
Weight: 



UNLOCK?

Earn a gold medal in Race Event #18a.

**19****MUSCLE DX**

The Muscle DX is balanced, and has looks that kill. It's fairly easy to unlock (only requiring 10 gold medals), and is definitely worth the trouble.

CAR STATISTICS

Top Speed: 
Weight: 

UNLOCK?



Accumulate 10 total gold medals.



20 DOMINATOR MUSCLE

The fastest of all cars in the muscle class, the Dominator really opens up on tracks with long straights and light traffic. It's not too hard to unlock, either.

CAR STATISTICS

Top Speed: 
Weight: 

UNLOCK?



Earn a gold medal in Race Event #17.



21 COUPE TYPE 1

The coupes are fun to drive, period. Sure, there's faster cars — but are there any that have such a great balance? We think not. The Type 1 is absolutely fantastic.

CAR STATISTICS

Top Speed: 
Weight: 

UNLOCK?



Earn a bronze medal in Race Event #18.



22 COUPE TYPE 2

The Type 2 is a little slower than the Type 1, and offers a little less in the handling department. It is a bit heavier though, so it fares well on Road Rage events.

CAR STATISTICS

Top Speed: 
Weight: 

UNLOCK?



Earn a bronze medal in Race Event #18.



23 COUPE TYPE 3

The Type 3 is as fast as the Type 1, but doesn't handle as well. It doesn't battle as well as the Type 2 either. The worst of the three but still decent.

CAR STATISTICS

Top Speed: 
Weight: 

UNLOCK?



Earn a bronze medal in Race Event #18.



24 TUNED COUPE

This one performs exactly like the Type 3, with one distinct difference: it's *much* cooler looking. We give it a nod.

CAR STATISTICS

Top Speed: 
Weight: 

UNLOCK?



Earn a gold medal in Race Event #26.



25 MODIFIED COUPE

The Modified is a fresh little car with solid stats when compared to everything else in its class. As far as looks go, it's right up there with the best of 'em.

CAR STATISTICS

Top Speed: 
Weight: 

UNLOCK?

Earn a gold medal in Race Event #21.



26**CUSTOM COUPE**

The Custom coupe has a solid top speed, and almost perfect handling. Of all the coupes, this and the Dominator (#30) are the ones to get.

CAR STATISTICS

Top Speed: ██████
Weight: ██

UNLOCK?

Accumulate 50,000 total Burnout Points.

**27****ASSASSIN COUPE**

The Assassin handles and accelerates like the Type 1, but looks a little more modern. You'll only need 60 Takedowns to earn this car.

CAR STATISTICS

Top Speed: ██████
Weight: ███

UNLOCK?

Accumulate 60 total Takedowns.

**28****COUPE PROTOTYPE**

Finally, a coupe with a neat set of wheels and a unique paint job. Statistically, it's on par with the rest of the coupes.

CAR STATISTICS

Top Speed: ██████
Weight: ██

UNLOCK?

Earn a gold medal in Race Event #30a.

**29****COUPE DX**

The DX is balanced, but has an edge in the handling department over the rest of the coupes. It's easy to unlock and is a good one for the collection.

CAR STATISTICS

Top Speed: ██████
Weight: ██

UNLOCK?

Accumulate 18 total gold medals.

**30****DOMINATOR COUPE**

Like the rest of the Dominators, the coupe is just a tad bit faster than the rest in its class. It's a little light, so car combat won't be very fun.

CAR STATISTICS

Top Speed: ██████
Weight: ██

UNLOCK?

Earn a gold medal in Race Event #27.

**31****SPORTS TYPE 1**

The sports class is a serious step up in acceleration and top speed over the coupe class. The Type 1 has the handling to go along with its speed.

CAR STATISTICS

Top Speed: ██████
Weight: █

UNLOCK?

Earn a bronze medal in Race Event #30.





32

SPORTS TYPE 2

The Type 2 offers great handling and top speed, but very little weight for Crash Mode or Takedowns during Road Rage events. It sure is unique-looking though!

CAR STATISTICS

Top Speed: 
Weight: 

UNLOCK?

Earn a bronze medal in Race Event #30.





33

SPORTS TYPE 3

The Type 3 is identical statistically to the Type 2. Although it looks totally different, the Type 3 has a solid feel on the track.

CAR STATISTICS

Top Speed: 
Weight: 

UNLOCK?

Earn a bronze medal in Race Event #30.





34

TUNED SPORTS

The Tuned Sports is a few mph faster than the rest of the cars in this class and it shows on the track. Its definitely got the look, as well.

CAR STATISTICS

Top Speed: 
Weight: 

UNLOCK?

Earn a gold medal in Race Event #42.





35

MODIFIED SPORTS

Unique styling and decent statistics make the Modified worth unlocking. It's a very solid car all-around.

CAR STATISTICS

Top Speed: 
Weight: 

UNLOCK?

Earn a gold medal in Race Event #43.





36

CUSTOM SPORTS

This car is a killer on the road courses and during time trials. If you have a choice, don't use it for any Road Rage events.

CAR STATISTICS

Top Speed: 
Weight: 

UNLOCK?

Accumulate 100,000 total Burnout Points.





37

ASSASSIN SPORTS

Like the rest of the sports cars, the Assassin is fast. It's so light, though, that it doesn't work very well during any sort of car combat.

CAR STATISTICS

Top Speed: 
Weight: 

UNLOCK?

Accumulate 100 total Takedowns.



38 SPORTS PROTOTYPE

The Prototype is fast, takes corners well, and looks sexy doing it. It's hard to unlock, but worth it for looks alone.

CAR STATISTICS

Top Speed: ████████
Weight: █

UNLOCK?

Earn a gold medal in Race Event #44a.

**39 SPORTS DX**

The DX offers solid handling and an excellent top speed rating. Because of its low weight, you shouldn't be using it for any of the Road Rage events.

CAR STATISTICS

Top Speed: ████████
Weight: █

UNLOCK?

Accumulate 25 total gold medals.

**40 DOMINATOR SPORTS**

The Dominator is the fastest of the sports class. In true Dominator fashion, use it for those events where that little extra bit of speed makes all the difference.

CAR STATISTICS

Top Speed: ██████████
Weight: █

UNLOCK?

Earn a gold medal in Race Event #40.

**41 SUPER TYPE 1**

If we were to give an appearance award, this car would win it. It's no slouch on the track, as you can see by its statistics.

CAR STATISTICS

Top Speed: ██████████
Weight: ███

UNLOCK?

Earn a bronze medal in Race Event #44.

**42 SUPER TYPE 2**

This car is **fast**. With thoroughbred handling and solid looks, unlock this and you've landed yourself one of the better cars in the game.

CAR STATISTICS

Top Speed: ██████████
Weight: ██

UNLOCK?

Earn a bronze medal in Race Event #44.

**43 SUPER TYPE 3**

A twin for the Type 2 in all statistics, the Type 3 is a great all-around car.

CAR STATISTICS

Top Speed: ██████████
Weight: ██

UNLOCK?

Earn a bronze medal in Race Event #44.





44

TUNED SUPER

The Tuned Super has both the look and the top speed, but lacks the handling. Like the rest of the supers, it's tough to handle under boost.

CAR STATISTICS

Top Speed: 
Weight: 

UNLOCK?

Earn a gold medal in Race Event #50.





45

MODIFIED SUPER

The Modified is fast, light and bears an uncanny resemblance to one of those er, "famous supercars." If it had just a little more cornering ability, it would be perfect.

CAR STATISTICS

Top Speed: 
Weight: 

UNLOCK?

Earn a gold medal in Race Event #56.





46

CUSTOM SUPER

Like the previous two Supers, this one is tough to handle at higher speeds under full boost. The extra weight lets it take a little more of a beating than the Modified Super.

CAR STATISTICS

Top Speed: 
Weight: 

UNLOCK?

Accumulate 200,000 total Burnout Points.





47

ASSASSIN SUPER

Although the Dominator might have an edge as far as speed goes, the handling and styling on the Assassin make it worthy of an unlock.

CAR STATISTICS

Top Speed: 
Weight: 

UNLOCK?

Accumulate 150 total Takedowns.





48

SUPER PROTOTYPE

In the super class, the Prototype is right behind the Assassin as far as performance goes. This is one of the last cars you'll get and is definitely worth waiting for.

CAR STATISTICS

Top Speed: 
Weight: 

UNLOCK?

Earn a gold medal in Race Event #60.





49

SUPER DX

For so much horsepower, the DX needs just a little more response through the turns to stay competitive within its class.

CAR STATISTICS

Top Speed: 
Weight: 

UNLOCK?



Accumulate 32 total gold medals.



50 DOMINATOR SUPER

This Dominator, much like all the others, is at the head of its class with just a little extra top speed. This is one of the best cars in the game.

CAR STATISTICS

Top Speed: 
Weight: 



UNLOCK?

Earn a gold medal in Race Event #51.

**51 OVAL RACER SPECIAL**

This is one of the hardest cars in the game to unlock (need all 20 Signature Takedowns), but it's worth it as you can see by its statistics. It's not pretty, but it tears up the asphalt.

CAR STATISTICS

Top Speed: 
Weight: 



UNLOCK?

Collect all 20 Signature Takedowns.

**52 CUSTOM COUPE ULTIMATE**

This fast and furious little coupe has some absolutely incredible handling. It's tough to get, but it's well worth it if not for its cool paint job.

CAR STATISTICS

Top Speed: 
Weight: 



UNLOCK?

Collect all 100 gold medals from Crash Mode.

**53 EURO-CIRCUIT RACER**

As far as looks go, this car is a relative sleeper. No one would expect it to go over 200 mph and handle the turns, but it does. Definitely, definitely worth unlocking.

CAR STATISTICS

Top Speed: 
Weight: 



UNLOCK?

Collect all 20 Takedown Trophies.

**54 CLASSIC HOTROD**

The Hotrod handles better than you'd think, and it definitely has the top speed to go along with it. Plus... guys... it has flames. You can't go wrong with flames.

CAR STATISTICS

Top Speed: 
Weight: 



UNLOCK?

Collect all 10 Special Event Postcards.

**55 US CIRCUIT RACER**

With identical stats to the World Circuit Racer, the US version has more of a resemblance to an Indy car than an F1 car. It's very fast, very light and handles well.

CAR STATISTICS

Top Speed: 
Weight: 

UNLOCK?

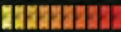

Earn a gold medal in Race Event #59.



56 WORLD CIRCUIT RACER

With the profile and performance of an F1 car, the World Circuit Racer is the fastest car in the game. If you're trying to set lap records, this is the car for you.

CAR STATISTICS

Top Speed: 
Weight: 

UNLOCK?



Earn golds in all Race Events.



57 FIRE TRUCK

You'll need all 10 Crash Headlines before you can earn this truck. It has similar performance to the City Bus, but it's a little easier to get.

CAR STATISTICS

Top Speed: 
Weight: 

UNLOCK?



Collect all 10 Crash Headlines.



58 HEAVY PICK-UP

This is the first heavy vehicle you'll unlock, and it's actually not bad for Crash Mode. You'll notice how the extra weight really bangs things around compared to a standard car.

CAR STATISTICS

Top Speed: 
Weight: 

UNLOCK?



Accumulate \$1 million in Crash Mode.



59 4WD RACER

With a lot less speed on tap, the 4WD doesn't "smack things up" quite as well as the Heavy Pick-Up.

CAR STATISTICS

Top Speed: 
Weight: 

UNLOCK?



Accumulate \$2 million in Crash Mode.



60 SUV DELUXE

The SUV performs like the 4WD, but has a little more sheet metal and looks a little more blingin' while doing it. One of the best-looking car models in the game, for sure.

CAR STATISTICS

Top Speed: 
Weight: 

UNLOCK?



Accumulate \$5 million in Crash Mode.



61 4WD HEAVY DUTY

Resembling a Hummer, the 4WD Heavy Duty is without a doubt one of the beefiest trucks in the game. On a performance level, it's on par with the first few trucks.

CAR STATISTICS

Top Speed: 
Weight: 

UNLOCK?



Accumulate \$10 million in Crash Mode.



62**B-TEAM VAN**

Ahh yes... the B-Team Van. We're waiting for a bunch of mercenaries to jump out of the back with locked and loaded AC-556's. They didn't, but we still like the van.

CAR STATISTICS

Top Speed: 
Weight: 



UNLOCK?

Accumulate \$15 million in Crash Mode.

**63****DELIVERY TRUCK**

If you look at its stats, and then its price, this is definitely the best bang for the buck as far as the heavy vehicles go. Once you earn it, use it to rack up cash quickly.

CAR STATISTICS

Top Speed: 
Weight: 


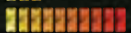
UNLOCK?

Accumulate \$20 million in Crash Mode.

**64****TRACTOR CAB**

The maneuverability of the Tractor Cab makes it one of the best heavy vehicles for accumulating Crash Mode cash. Look at the weight rating — it's a 10!

CAR STATISTICS

Top Speed: 
Weight: 



UNLOCK?

Accumulate \$30 million in Crash Mode.

**65****LONGNOSE CAB**

Along with the Tractor Cab, this is definitely the "king of the slammers." For Crash Mode, the Longnose does mega damage to anything it touches.

CAR STATISTICS

Top Speed: 
Weight: 



UNLOCK?

Accumulate \$50 million in Crash Mode.

**66****CITY BUS**

The weight is there, no doubt, but the handling is well... like driving a bus. Take advantage of the bus in Crash Mode. Its length makes it easy to slam into other traffic.

CAR STATISTICS

Top Speed: 
Weight: 



UNLOCK?

Accumulate \$70 million in Crash Mode.

**67****TRASH TRUCK**

Like the City Bus, the Trash Truck is great for smacking into cars and trucks sideways, knocking them every which way around the course. Is it worth the \$90 mil? You decide.

CAR STATISTICS

Top Speed: 
Weight: 

UNLOCK?

Accumulate \$90 million in Crash Mode.





SECRETS
















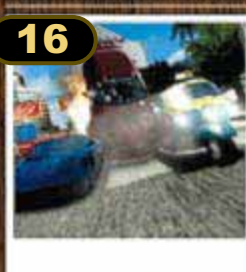




APPENDIX



ALL 20 SIGNATURE TAKEDOWNS

Signature Takedowns are Takedowns earned in any of the various Race Modes, but in particular locations specified by our chart below. Sometimes it takes a few tries — even if you know the exact location — to collect a specific Takedown card. Be persistent. Collect all 20 Signature Takedowns, and you'll unlock car #51 on the checklist, the **Oval Racer Special**.

#	TRACK	DESCRIPTION	#	TRACK	DESCRIPTION
1	Silver Lake	Knock car over the cliff near the trailer park.	11	Riviera	Slam car into the Roundabout Monument.
2	Any USA Track	Slam car into any recreational vehicle.	12	Riviera	Knock car into the Riviera Marina.
3	Downtown	Slam car into the elevated railway support.	13	Vineyard	Slam car into gate near the entrance to town.
4	Downtown	Slam car into the wall at the tunnel entrance.	14	Any Europe Track	Slam car into any wine truck.
5	Any USA Track	Slam car into any tram.	15	Golden City	Slam car into the Golden City Market.
6	Any USA Track	Slam car into any truck carrying a boat.	16	Any Far East Track	Slam car into any Tuk-Tuk (<i>motorized rickshaw</i>).
7	Any Europe Track	Slam car into any tram.	17	Dockside	Slam car into the tunnel support.
8	Any Europe Track	Slam car into a snow plow.	18	Dockside	Knock car into the tanker port.
9	Alpine	Knock car over either of the two bridges.	19	Island Paradise	Slam car into the trees on the off-road route.
10	Alpine	Slam car into the Alpine Tollbooth.	20	Island Paradise	Slam car into one of the parked tour buses.


 <p>1</p> <p>Gone Fishin'</p>	 <p>2</p> <p>Homewrecker</p>	 <p>3</p> <p>Pillar Driller</p>	 <p>4</p> <p>Hit The Split</p>	 <p>5</p> <p>Tram Ram</p>
 <p>6</p> <p>Truck Torpedo</p>	 <p>7</p> <p>Euro Tram Ram</p>	 <p>8</p> <p>Snowed Under</p>	 <p>9</p> <p>Avalanche!</p>	 <p>10</p> <p>Paid The Price!</p>
 <p>11</p> <p>Riviera Roustabout</p>	 <p>12</p> <p>Berth Trauma</p>	 <p>13</p> <p>Gatecrasher</p>	 <p>14</p> <p>Grapes Of Wrath</p>	 <p>15</p> <p>Market Stalled</p>
 <p>16</p> <p>Tuk-Down</p>	 <p>17</p> <p>Tunnel Of Shove</p>	 <p>18</p> <p>Ship Wreck</p>	 <p>19</p> <p>Rumble In The Jungle</p>	 <p>20</p> <p>Catch The Tour Bus</p>

COMPLETE CAR LIST-ALL 67 CARS!

✓ #	Name	Top Speed	Weight	Unlock
<input type="checkbox"/> 1	Compact Type 1			Available when you start a new game.
<input type="checkbox"/> 2	Compact Type 2			Available when you start a new game.
<input type="checkbox"/> 3	Compact Type 3			Available when you start a new game.
<input type="checkbox"/> 4	Tuned Compact			Earn a gold medal in Race Event #5.
<input type="checkbox"/> 5	Modified Compact			Earn a gold medal in Race Event #6.
<input type="checkbox"/> 6	Custom Compact			Accumulate 10,000 total Burnout Points.
<input type="checkbox"/> 7	Assassin Compact			Accumulate 15 total Takedowns.
<input type="checkbox"/> 8	Compact Prototype			Earn a gold medal in Race Event #8a.
<input type="checkbox"/> 9	Compact DX			Accumulate four total gold medals.
<input type="checkbox"/> 10	Dominator Compact			Earn a gold medal in Race Event #7.
<input type="checkbox"/> 11	Muscle Type 1			Earn a bronze medal in Race Event #8.
<input type="checkbox"/> 12	Muscle Type 2			Earn a bronze medal in Race Event #8.
<input type="checkbox"/> 13	Muscle Type 3			Earn a bronze medal in Race Event #8.
<input type="checkbox"/> 14	Tuned Muscle			Earn a gold medal in Race Event #14.
<input type="checkbox"/> 15	Modified Muscle			Earn a gold medal in Race Event #15.
<input type="checkbox"/> 16	Custom Muscle			Accumulate 25,000 total Burnout Points.
<input type="checkbox"/> 17	Assassin Muscle			Accumulate 30 total Takedowns.
<input type="checkbox"/> 18	Muscle Prototype			Earn a gold medal in Race Event #18a.
<input type="checkbox"/> 19	Muscle DX			Accumulate 10 total gold medals.
<input type="checkbox"/> 20	Dominator Muscle			Earn a gold medal in Race Event #17.
<input type="checkbox"/> 21	Coupe Type 1			Earn a bronze medal in Race Event #18.
<input type="checkbox"/> 22	Coupe Type 2			Earn a bronze medal in Race Event #18.
<input type="checkbox"/> 23	Coupe Type 3			Earn a bronze medal in Race Event #18.
<input type="checkbox"/> 24	Tuned Coupe			Earn a gold medal in Race Event #26.
<input type="checkbox"/> 25	Modified Coupe			Earn a gold medal in Race Event #21.
<input type="checkbox"/> 26	Custom Coupe			Accumulate 50,000 total Burnout Points.
<input type="checkbox"/> 27	Assassin Coupe			Accumulate 60 total Takedowns.
<input type="checkbox"/> 28	Coupe Prototype			Earn a gold medal in Race Event #30a.
<input type="checkbox"/> 29	Coupe DX			Accumulate 18 total gold medals.
<input type="checkbox"/> 30	Dominator Coupe			Earn a gold medal in Race Event #27.
<input type="checkbox"/> 31	Sports Type 1			Earn a bronze medal in Race Event #30.
<input type="checkbox"/> 32	Sports Type 2			Earn a bronze medal in Race Event #30.
<input type="checkbox"/> 33	Sports Type 3			Earn a bronze medal in Race Event #30.
<input type="checkbox"/> 34	Tuned Sports			Earn a gold medal in Race Event #42.
<input type="checkbox"/> 35	Modified Sports			Earn a gold medal in Race Event #43.
<input type="checkbox"/> 36	Custom Sports			Accumulate 100,000 total Burnout Points.
<input type="checkbox"/> 37	Assassin Sports			Accumulate 100 total Takedowns.
<input type="checkbox"/> 38	Sports Prototype			Earn a gold medal in Race Event #44a.
<input type="checkbox"/> 39	Sports DX			Accumulate 25 total gold medals.
<input type="checkbox"/> 40	Dominator Sports			Earn a gold medal in Race Event #40.
<input type="checkbox"/> 41	Super Type 1			Earn a bronze medal in Race Event #44.
<input type="checkbox"/> 42	Super Type 2			Earn a bronze medal in Race Event #44.
<input type="checkbox"/> 43	Super Type 3			Earn a bronze medal in Race Event #44.
<input type="checkbox"/> 44	Tuned Super			Earn a gold medal in Race Event #50.
<input type="checkbox"/> 45	Modified Super			Earn a gold medal in Race Event #56.
<input type="checkbox"/> 46	Custom Super			Accumulate 200,000 total Burnout Points.
<input type="checkbox"/> 47	Assassin Super			Accumulate 150 total Takedowns.
<input type="checkbox"/> 48	Super Prototype			Earn a gold medal in Race Event #60.
<input type="checkbox"/> 49	Super DX			Accumulate 32 total gold medals.
<input type="checkbox"/> 50	Dominator Super			Earn a gold medal in Race Event #51.
<input type="checkbox"/> 51	Oval Racer Special			Collect all 20 Signature Takedowns.
<input type="checkbox"/> 52	Cst. Coupe Ultimate			Collect all 100 gold medals in Crash Mode.
<input type="checkbox"/> 53	Euro-Circuit Racer			Collect all 20 Skill Trophies.
<input type="checkbox"/> 54	Classic Hot Rod			Collect all 10 Special Event Postcards.
<input type="checkbox"/> 55	US Circuit Racer			Earn a gold medal in Race Event #59.
<input type="checkbox"/> 56	World Circuit Racer			Earn gold medals in all Race events.
<input type="checkbox"/> 57	Fire Truck			Collect all 10 Crash Headlines.
<input type="checkbox"/> 58	Heavy Pickup			Collect \$1 million in Crash Mode.
<input type="checkbox"/> 59	4WD Racer			Collect \$2 million in Crash Mode.
<input type="checkbox"/> 60	SUV Deluxe			Collect \$5 million in Crash Mode.
<input type="checkbox"/> 61	4WD Heavy Duty			Collect \$10 million in Crash Mode.
<input type="checkbox"/> 62	B-Team Van			Collect \$15 million in Crash Mode.
<input type="checkbox"/> 63	Delivery Truck			Collect \$20 million in Crash Mode.
<input type="checkbox"/> 64	Tractor Cab			Collect \$30 million in Crash Mode.
<input type="checkbox"/> 65	Longnose Cab			Collect \$50 million in Crash Mode.
<input type="checkbox"/> 66	City Bus			Collect \$70 million in Crash Mode.
<input type="checkbox"/> 67	Trash Truck			Collect \$90 million in Crash Mode.

ALL 10 CRASH HEADLINES

Crash Headlines are awarded in Crash Mode, only if you reach a certain level of destruction in the given area. Our chart below shows all 10 Crash Headlines along with the amounts you'll need to unlock them. If you unlock all 10 Crash Headlines, you'll earn car #57, the **Fire Truck**. (Note: You can earn the listed amount on **any** of the available tracks in the particular area listed under each picture.)

1  \$900,000 in Waterfront	2  \$650,000 in Downtown	3  \$800,000 in Silver Lake	4  \$800,000 in Winter City	5  \$900,000 in Alpine
6  \$750,000 in Riviera	7  \$850,000 in Vineyard	8  \$750,000 in Golden City	9  \$750,000 in Island Paradise	10  \$1 million in Dockside

ALL 10 SPECIAL EVENT POSTCARDS

Special Events are unlocked when you complete certain Race Events with gold medals. As a reward, Special Event Postcards are unlocked when you complete those particular events. The chart below shows you were to unlock all 10 Special Events, and then subsequently their postcards. If you unlock all 10, you'll get car #54, the **Classic Hot Rod**.

#	EVENT	POSTCARD	#	EVENT	POSTCARD
1	Gold medal in Event #4	Vineyard Postcard	6	Gold medal in Event #25a	Island Paradise Postcard
2	Gold medal in Event #6a	Dockside Postcard	7	Gold medal in Event #21a	Silver Lake Postcard
3	Gold medal in Event #10a	Alpine Postcard	8	Gold medal in Event #39	Mountain Parkway Postcard
4	Gold medal in Event #12	Golden City Postcard	9	Gold medal in Event #42a	Continental Run Postcard
5	Gold medal in Event #23	Winter City Postcard	9	Gold medal in Event #59a	World Grand Prix Postcard

1  Vineyard	2  Dockside	3  Alpine	4  Golden City	5  Winter City
6  Island Paradise	7  Silver Lake	8  Mountain Parkway	9  Continental Run	10  World Grand Prix

ALL 20 TAKEDOWN TROPHIES

Trophies can be earned in any Race Event, and are available the second you start up a new game. The first few trophies in the first few boxes are pretty easy. As you progress, the Trophy requirements become a little more difficult to fulfill. When you complete all five Trophies in one series, you'll unlock a special screen as shown above each category. Earn all 20 Trophies, and you'll unlock car #53, the **Euro-Circuit Racer**.



Easy Takedown Trophies

- ✓ Two Wall Takedowns in one race
- ✓ First car Takedown
- ✓ First Aftertouch Takedown
- ✓ Five Takedowns in a race
- ✓ First Takedown Rampage



Advanced Takedown Trophies

- ✓ First Revenge Takedown
- ✓ First Psyche Out Takedown
- ✓ First Big Rig Takedown
- ✓ Two Bus Takedowns in a race
- ✓ 10 Takedowns in a race



Expert Takedown Trophies

- ✓ First Double Takedown
- ✓ Two Tram Takedowns in a race
- ✓ Two Trailer Takedowns in a race
- ✓ Three Aftertouch Takedowns in a race
- ✓ 20 Takedowns in a Road Rage event



Champion Takedown Trophies

- ✓ First Triple Takedown
- ✓ 1,500 total Takedowns
- ✓ 15 Takedowns in a race
- ✓ 40 Takedowns in a Road Rage event
- ✓ 2,000 total Takedowns

